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Issue 141 • 20th July 1991 • 80p

# NEW **COMPUTER EXPRESS**

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**THE PRICE OF FAILURE!**



**DIXONS CUTS THE GX4000 & C64GS TO RIBBONS**  
— IS THIS THE END OF THE LINE? Turn to page 5



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## A HARD DAY'S FIGHT

The on-going saga of Beasles versus Apple Computer (see Express 105) grinds on through the courts.

The three remaining mop-tops, with Yoko Ono, are suing the computer company over the use of the Apple name and logo. The litigation has been dragging on since 1987.

Last week the three extant Beatles reformed for the 108th time since October 1990, but instead of facing the screaming fans of the 60s, there were screaming lawyers in the 90s.

The case revolves around a contract between the two parties which was setup in 1981. Apple Computer drew up an agreement with Apple Corps, the company

### • Question:

What do you get if

an Apple car

costing

\$250

million in

overturned?

Answer:

Thousands of happy lawyers.

The Beatles and Apple are at it again!



set up by the Beatles' to represent their interests in various medias, for certain rights to the Apple trademark and name. Guidelines were worked out separating their respective commercial interests.

Apple Computer was not allowed to use the logo in

musical applications, while Ringo, Paul, George and Yoko were not allowed to use the Apple badge if they ever decided to build computers.

All was well until 1987 when Apple Computer decided to market MIDI devices with the offending logo to the fore. This wasn't acceptable to the Beatles' company, so in 1989 it issued a writ for breach of contract and sought an alleged \$250 million compensation.

The 1989-90 hearing was supposed to last 12 weeks, but now appears to have overrun. With no agreement in sight it looks as both sides will have to stew in their own juices until they're all 64, if not longer. ■

someone had the scrap merchants cutting torch coiled on this new billion pound pile of junk, then demand for a computerised junk bottle plant soared which is more than can be said for the TSR2. Back to the drawing board and in the 1970s BA designed the Tornado and Jaguar, which owe more than a thank you to their disassembled predecessor. ■



## Friendliest BB steps over the line



• Well what would Mary Whitehouse think? She would surely get on the line herself, but it would be to the censors and not the bulletin board

Pornographic material that would cause chaos with censors is freely available to computer enthusiasts who ring a Bulletin Board in the US.

The Ohio based 'Hostie and Edie's Friendliest BBS' is the World's offers 24,000 programs, stories, pictures and other pornographic material. This accounts for around 40 per cent of the 60,000 downloadable files available.

The middle-aged couple run the huge on-line system with

100 telephone lines, and a power computing system big enough to run a medium sized company. Although it's simple enough to access this BBS and download pornography, anyone doing so in the UK runs the risk of prosecution as it is illegal to transmit pornography across BT's lines. ■

## SHOOT FROM THE LIP

A spokesman for the WordPerfect Corporation described the change from a function key to a graphically driven version of the Wordperfect word processor as "a little painful", and added that "there might be some cognitive dissonance."

And we're sure that he's right too, but we wish he'd explain what he means in terms that the majority of his users can understand

Champion Ludite and would-be novelist Bill Mearly was asked at a recent computer show, which word processor he would be using on the brand spanking new laptop given to him by a multinational which would rather retain anonymity. He snarled: "Words are for

floeing, not processing I shall give this damn thing to my accountant and he will use it as an adding machine, which I'm sure is a job it will do admirably."

Can anyone recommend a good floeing spreadsheet for his accountant?

"I've sold the Amiga for three years now. I was excited about CDTV, but not sure how to display and market it. Trust Commodore to come up with a solution. They won't let me sell it. Isn't it good to deal with a company that rewards loyalty with simple solutions to complex problems?" - An independent computer retailer wishing to remain anonymous to ensure that his supply of Amigas doesn't dry up. ■

## COVER FEATURE

### Making history: IBM + Apple = ?

Express examines the unprecedented agreements between two of computing's oldest rivals - pages 6 & 7

## REVIEWS

### PC Scanman 32

Do you want high quality images for a low price? We put Logitech's latest handsconner to the Express test - page 49



### The NESS 386SX Notebook

As the price of computers drops, does quality control go with it? Find out on page 53

### Amiga multimedia database

CanDo 1.5 is here, but does it live up to its name? - page 55



## EVERY WEEK

### News

The latest and greatest - pages 4-8

### What's New

Biro input computers, laser printers, Protext upgrade - see page 11

### Games Week

Hot news, tips and the latest charts, plus Navy Seals review - page 50

### Win £1,200 of software

Keep you kids happy with Scitlander education software - page 58



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• Ready, aim, fire! *Mirrorsoft* is targeting its Falcon - The Classic Collection package at those Amiga and ST owners yet to experience the best-selling flight

## Classic sim collection

For those 16-bit owners that missed out on Spectrum *HoloByte's* best-selling Falcon flight simulator, *Mirrorsoft* has released Falcon - The Classic Collection which includes the original program and its two mission disks.

In total 38 missions are now available, offering the armchair pilot everything from basic flight training to participating in live battlefield scenarios.

Falcon - The Classic Collection will be published on the Spectrum *HoloByte's* *Mirrorsoft* label in September for the Amiga (£34.99) and Atari ST (£30.99). For more info, call *Mirrorsoft* on 071-828 1494. ■



• *Carrier Command* is one of the vector graphics-based games on *Elite's* new Virtual Reality disks.

## Virtual vector action packs

*Elite* has put together two software compilations that feature some of the best vector-graphics-based games for the Amiga, Atari ST and PC. The Virtual Reality Volume 1 consists of *Midwinter*, *Carrier Command*, *Stunt Car Racer*, *Starglider 2* and *International Soccer Challenge*. It is priced at £29.99 for the ST and £34.99 for both the Amiga and the PC.

The second compilation, Virtual Reality Volume 2, comprises *Virus*, *Sereneal*, *Weird Dreams*, *Resurrection 101* and *Thunderstrike*. This costs £29.99 for the ST while the Amiga and PC versions are £29.99. ■

'Multimedia megadrive' under new joint development

# SEGA AND JVC IN CD-ROM DEAL

Hot on the heels of the Nintendo and Philips CD-I announcement, Sega and JVC have joined forces to develop an as yet unnamed games machine based on CD-ROM technology.

It is scheduled to be released next spring and is to be priced at around 100,000 yen (£450). Sega is predicting sales of over 200,000 units in Japan alone. The company will release the system in the US a few months after it goes on sale in Japan. A European release is expected sometime in 1993.

The announcement follows Sega's recent launch of a CD-ROM drive for its Megadrive games console, which is now on sale in Japan. The Mega-CD sits beneath the Megadrive and runs standard 5-inch compact discs containing software specifically developed for the machine. It is expected to arrive in Europe in the first half of next year, priced at around £199.

Not much is known about the new machine though the link with JVC suggests it will be equipped with sophisticated audio-visual features. What these are at the moment is not known, but it has been widely reported that JVC's technology will allow for very high quality pictures and sound.

The console will be produced by Sega, based on its Megadrive and combined with JVC's CD-

ROM drive and audio-visual technology. At the moment further details are sketchy.

However, the new machine will be coming out at around the same time that CD-I machines will start to appear. In order to compete with these machines something special is needed.

The JVC link would seem to suggest some form of multimedia machine. JVC is a prominent player in the TV, hi-fi and video markets, and to be involved with a product that could slide into these product lines could be appealing to the company.

## JVC's technology will allow for high quality pictures and sound

JVC was also the company behind the VHS video standard and succeeded in promoting it over the technically-superior Beta standard from Sony. In terms of audio-visual technology it is known to be developing a wide screen television.

JVC has some ties with Matsushita which is a prominent supporter of CD-I, so the possibility of its drive for Sega being a bit more than an ordinary CD-ROM drive isn't outside the realms of possibility.



• Only just released, Sega's Mega-CD could be superseded in a year's time by a new CD-based games machine from Sega and JVC.

However, there is one major argument against the idea that CD-I technology is to be used in the machine: price. The £450 price tag is far less than other companies' CD-I products are expected to cost.

If this is the case, it is more likely that the Sega-JVC machine will simply incorporate JVC's audio-visual technology. Speculation on what this could be ranges from digital reproduction of sound and music, to even surround sound processing.

In terms of visuals something could be developed along the lines of JVC's wide-screen televi-

sion technology, but since the machine is expected to plug into home televisions nothing too fancy can be expected.

As a consequence, Sega could just be trying to achieve as stable and clear a picture as possible on normal televisions. Because the machine is expected to sell in countries with different television standards, this is a likely development as anything more advanced would probably be limited to only one standard.

As more facts come to hand *Express* will be first to tell you about them. ■

## Earl Weaver strikes again

Hard hitting baseball fans will soon be able to score home runs in their heart's delight with *Earl Weaver Baseball II* System.

*Electronic Arts* has announced the three-part package which consists of *Earl Weaver Baseball II*, *The Commissioner's Disk II* and the 1990 *MLBPA* Players Statistics and Manager Profiles Disk.

*Earl Weaver Baseball II* is an advanced baseball simulation for the PC featuring unlimited camera views and full screen graphics showing the players in all their glory. It also features an element of management skills. Improved statistical displays and a baseball physics model recreate the atmosphere of live baseball all displayed in 256 colour MCGA and VGA graphics.

*Earl Weaver Baseball II* will be available for the PC in August for £29.99, while availability and pricing of *The Commissioner's Disk II* and the 1990 *MLBPA* Player Statistics and Manager Profiles Disk have yet to be announced. To find out more, call EA on 0753 49442. ■



• *Safe! Earl Weaver Baseball II captures in 256 colour PC graphics all the action these people across the Atlantic enjoy so much.*

## ST's dirty half dozen

*SoftScot* International has packed 7MB of Atari ST public domain software on six disks.

A wide variety of programs have been included, such as music utilities, disk catalogues, word processing, games, animations and virus killers - there is basically a bit of everything.

In total, *SoftScot* has managed to pack 58 programs on to the six disks which you can buy as a complete bundle for the bargain price of £9.99.

To find out more, call *SoftScot* International on 031-441 7952. ■

## Cutting out key confusion

The Silverbird keyboard overlay for the Amiga is designed to cut out confusion over which keys you need to press in various programs.

Simply a cardboard cover which fits over all Amiga keyboards (except the A1000's), it allows you to tote down clearly which keys carry out what functions, which is useful if you have a number of similar programs which use different keys for the same operations.

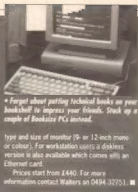
The overlays are available in packs of five for £6.20. Phone 0525 52614 for further details.

## Bookish PCs

Walters has launched a range of book-sized desktop PCs that provide high levels of performance, but take up a quarter of the size of standard desktop systems.

The new range includes both 15MHz 80386 and 16MHz 80386 models. However, they measure only 10x18x1.75-inches and weigh between 6 and 8 pounds. Basic configurations include a 40Mb hard disk, 1Mb of RAM (expandable to 4Mb) and a 3.5-inch 1.44Mb floppy drive.

Other configurations vary in the type of keyboard supplied (82 or 102 keys), the size of video window (everything from monochrome graphics, mono VGA and colour VGA) and the



• Forget about putting technical books on your bookshelf to impress your friends. Stock up a couple of Booksize PCs instead.

type and size of monitor (9- or 12-inch mono or colour). For workstation users a diskless version is also available which comes with an Ethernet card.

Prices start from £440. For more information contact Walters on 0434 327031.

## GX4000 and C64GS machines dumped by Dixons

# CONSOLES HIT ROCK BOTTOM

by Rod Lowton

Major high street electrical chain Dixons is dropping the Amstrad GX4000 console following disastrous lack of sales for the machine.

While stocks last, the machine will be advertised for a mere £19 – a fifth of the original price. Dixons's buying director, Alan Dickinson, said: "We're getting out of it. It certainly fell short of our expectations."

Reports suggest that as few as 20,000 GX4000 machines have been sold – only a small fraction of Amstrad's target. Amstrad is blaming the "recession" for the poor sales. However, Sega and Nintendo consoles have sold massively during the same period.

### POOR SUPPORT

Many industry members blame the console's failure on the very poor software support Amstrad



• While stocks last Dixons is selling the Amstrad GX4000 for £19 and the C64GS from Commodore (next) for £29. Both have been sales flops.

provided for the machine. Twelve games were promised by Christmas 1990, but only recently has this target been met.

Amstrad is not alone, however, in having its fingers burned by a late entry into an already mature 8-bit console market. Dixons is also dropping the

Commodore C64GS console. Both machines have failed to make any impression on a market dominated by the Sega Master System and the Nintendo Entertainment System – machines supported by huge software bases and polished promotional campaigns.

Commodore's machine entered the market from a weaker position than the Amstrad. While the latter boasts enhanced hardware to support better graphics and sound than that of the CPC machine on which it was based, the C64GS is identical in performance to the C64 micro – which itself has a cartridge port built-in.

### GROUNDLED

Commodore is philosophical: "There was certainly demand in the trade for a console, but the C64GS never really got off the ground," said a spokesman.

The company nevertheless claims the console has boosted support for the C64, a machine it is now trying to push at a new, lower price as a kind of console-with-a-keyboard.

Amstrad can claim no such victory. Its recent and costly relaunch of the fading CPC range has failed as yet to make any impression on the market.

## NIBBLES

### Batch builder

Hyperknet's Builder is a batch compiler for the PC that works with DOS batch files, extending the batch language by over 140 commands. Control structures and other built-in functions are added to DOS, while at the same time the files remain compatible with the normal batch language.

Utilities are included that perform common disk and file tasks, controlling keyboard inputs and date and time functions. An integrated full screen text editor, on-line help and drop down menus are included with the compiler.

Contact Scott Ellis Systems on 071-839 4572.

### VDU hazard facts

City Centre has updated its VDU Hazards Factbook which includes information on eyes and vision, repetitive strain injury (RSI) and stress – common ailments of sitting in front of a VDU screen. Information on the effects of VDU radiation on pregnancy is also included.

Details of the symptoms of these problems are covered as well as possible solutions.

The VDU Hazards Factbook is available for £3 from City Centre, 32/35 Featherstone St, London EC1Y 8QX.

### Ribbons reined

You can extend the life of your printer ribbon simply by spraying WD-40 lubricator inside your printer cartridge and leaving it overnight, according to its manufacturer the WD-40 company. WD-40, most famous for getting cars started on damp mornings, causes the particles of ink to redistribute themselves from the unused areas at the edges of the ribbon to the middle strip where the ink is needed, making the ribbons usable again, the company claims.

### Mother power

Omniware Technology has become dealer for the Sony range of motherboards which come in a number of different 80386 and 486-based models.

The basic model is a 25MHz 80386 motherboard which can take up to 8Mb of SIMM memory on the board and costs £232. The next model up is based on the same processor but has a 64K cache and can take up to 848K on board, all for £265.

Top of the range is a 33MHz 486 board with a 256K cache and can take up to 64Mb on board. It costs £1204. Telephone 0784 465670.

## Sub-£1,000 386 released

Esorce has broken the £1,000 barrier with the release of its new range of 386 machines.

The 33MHz 80386 computer equipped with a 64K cache, 4Mb of RAM, a 40Mb hard disk and a VGA colour screen costs £999.

Esorce can be reached on 0277 200555.

## Sneak preview scanner

A page preview option is one of the major features of the new K5200 Windows Edition scanner system from Kurzweil Computer Products.

With page previewing, scanning any part of a page is made easier as the whole page is shown on screen and text and images can be cut and saved. And because Windows 3.0 lets other programs run in the background, a document can be

scanned while the user works on another application.

The K5200 Windows Edition comprises the K5200 scanner and the new Windows software. The scanner – comes with Intelligent Character Recognition (ICR) software that recognises features that make an individual letter unique.

Available now, the system costs £15,500. Call Kurzweil on 0734 668421.



• The Windows edition of Kurzweil's K5200 scanner enables an image to be scanned while the user is working on something else.

# Apple and IBM agree in principle to the biggest joint venture in the history of personal computing

## SLEEPING WITH THE

The news that IBM and Apple have seemingly buried the hatchet without bloodshed, has been met with mixed feelings in the computer world. On the one hand there is an air of expectancy — will they produce a new machine with PC compatibility and an Apple front-end? Or will the partnership

suffer from corporate in-fighting and end in acrimonious court cases? And where does the agreement leave Intel, Microsoft, and Motorola? Express takes a closer look at the deal which could lead to the most substantial changes in personal computing for 20 years...

In the future, July 1991 will be seen as an epoch in the history of personal computing. This is the month in which IBM and Apple Computer joined forces.

No new machine will be launched and no technical breakthrough will be made — at least not for two or three years. The month is made historic by an agreement in principle signed in Armonk, New York.

Sources in the States have named five senior Apple and IBM executives, ranging from division presidents to vice presidents and senior scientists, who were involved with the initial negotiations.

The situation as it now stands, in the new accord between two of the biggest personal computer makers in the world, is that a letter of intent has been signed. While the fine

details are still kept close to the respective chests of the companies involved, the main points have been leaked. The letter covers four major points of joint interest. These are detailed in the box below, but the essential elements are as follows:

1) The creation of a co-owned but independently run software subsidiary.

2) IBM compatibility for the Mac to be worked on in terms of networking and communications software and hardware.

4) Non-machine specific, multimedia software environments to be developed. The leaked details of the letter seem to suggest that such software will be made freely available to other hardware and software developers. Industry pundits are making bold claims that such environments are in fact more to do with developing a multimedia world standard competitive with the emergent Japanese-led Compact Disc Interactive (CDI) than anything else.



• John Sculley, chief executive officer of Macintosh. Would the Apple/IBM agreement have been possible without him. Would Steve Jobs have made the same move?



• Apple's Macintosh laptop and IBM's latest notebook. The former uses a Motorola processor, the latter uses Intel's chips. By 1993 will these differences be irrelevant as both companies use the same PC PowerPC-chip?

### The deal helps us to expand our core Mac technology through the adoption of the RISC platform

Barbara Krause of Apple

3) The incorporation of IBM RS/6000 RISC (Reduced Instruction Set Computing) technology into a new range of Macintosh personal computers at an unspecified date. Motorola, Apple's longtime companions, rather than Intel, which has been closely tied to the IBM stable for some years, will be collaborating on the project.

### REACTION STATIONS

Neither IBM nor Apple are prepared to commit themselves to definitive statements at the moment. But speaking for Apple, Barbara Krause in the US was able to state: "From Apple's standpoint, the agreement will allow us to move towards three previously stated goals. First, it helps us to expand our core

Macintosh technology upwards through the adoption of the RISC platform.

"Secondly, the adoption of this platform should make the newer Macintoshes even more attractive to large corporations, a market in which Apple has always wished to expand its presence. And finally, the agreement will provide for even tighter integration with larger systems."

As yet no official comment has emerged from the IBM camp, although the chief executive officer (CEO), John Akers, has been reported as showing off Apple technology to IBM executives on three occasions — a

## THE LETTER OF INTENT: A FIRM POINTER TO THE FUTURE

At the moment the Apple and IBM deal is still only at this contract stage. The only piece of news which has actually been signed is a letter of intent, the ratification of which is subject to the signing of detailed accords by the end of this year.

In brief, a letter of intent does not usually like very much to write home about. Neither IBM or Apple has published the full text, and they are unlikely to do so in the future. Under law it is not a binding document, merely an expression of agreement in principle to discuss further details. However, in the case of Apple and IBM, as opposed to Apple and IBM — the case in which we have been used to for 20 years, when an agreement in principle is a mere step.

Essentially the deal revolves around a joint subsidiary to be set up once contracts have moved through the bottlenecks of lawyers on either side. Leaked reports suggest there will be four central components forming the

basis of the letter. These are as follows:

• Both companies will set up a jointly (and/or) but independently run, subsidiary company that will research and develop object oriented software. The idea is to develop a truly open system able to run with both IBM OS/2, AIX and Macintosh-based machines. There is also a major intention to ensure that such a system will run across a range of processors including the Intel x86 and Motorola 68k series, and most importantly IBM's own RISC system (RS/6000). The as yet unnamed company will market its own products, sell IBM or Apple.

• Both Apple and IBM will work together on practical solutions to the incompatibility problems which have dogged the former for years. The practical solutions will be technical. Quality, communications and networking tools will be developed and then marketed as being

specific and efficient PC/Mac links.

Secondly, both companies will unite in the further development and marketing of IBM's AIX standard UNIX operating system. Once again this is a pull away from Microsoft. The long term goal is to produce a UNIX system which combines the qualities of IBM's open system architecture with the ability to run the many Mac-related object oriented software packages. The system will cover machines as diverse as DTP/CAD workstations to network systems providing both UNIX and OS/2 links.

• Apple will adopt a single chip version of IBM's RS/6000 Power (RISC) architecture. This will be called Power PC and will be incorporated in a new range of Macs. The date for the release of such a machine has been hinted at. Interestingly for IBM's relationship with Intel, the hardware source and co-partner in design will be Motorola. And Motorola will carry out the marketing of the

Power PC/OS/2 line.

• Both companies plan to produce what are being termed as "platform independent" software environments. This is heading in the direction of true multimedia environments and is aimed at encouraging further growth of such non-machine specific software. Although it has not been stated in (well-known) Compact Disc Interactive (CDI) multimedia systems which are proliferating in Japan at the present time are the likely launch for such a wide-ranging venture.

While these aims are wide-ranging and far sighted in terms of possible future developments, the emphasis is still very much on 'possible' rather than definite. There are many legal formalities to go through before the final contracts are exchanged, the subsidiary company put in place, and the IBM/Motorola deal confirmed.

history of computing. Is this the birth of the Mac PC?

## BIG BLUE ENEMY

## How to grow Big Blue Apples

It is not exaggerating to say that the 3 July Apple-IBM joint software standard could revolutionise software development across the computing world when fully ratified.

Since the launch of the Macintosh (as opposed to the PC) in 1978, the emphasis for programmers has shifted away from MS-DOS command line applications to the graphical user interface (GUI).

The key to programming these GUIs is the Application Programmer's Interface or API. These are sets of code routines, normally written in C, which allow the programmer to control the various 'gadgets' of the windows system. There are routines to

control menus, re-draw windows, drag icons and so forth.

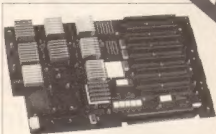
Unfortunately the APIs of the four major systems - Macintosh, Windows, Presentation Manager and X-Windows - are different; not utterly different, but enough to force a good deal of recoding before a program written for one will work on another.

What Apple and IBM are doing by setting their own software standard is to create a single unified API. When that is achieved then the task of porting programs between platforms will become trivial - possibly as simple as setting a menu option in the compiler.

This does not mean that a program for the Macintosh or

RS/6000 will run on a PC compatible; program code is in machine code which is specific to the type of processor in the machine. However, it will be a simple matter for the programmer to produce versions for all three platforms, and because there are no extra development costs for handling several versions, programs should become cheaper.

If this Apple/IBM standard takes off, then by 1993 we can look forward to being able to run Mac-style graphics programs on PCs, powerful databases on Macs and shareware on RISC stations. And the most important point for the home user is that this software should be cheaper than their equivalents today.



• IBM's RS6000-RISC (Reduced Instruction Set Computing) technology provides one of the keystones for the agreement with Apple. A new, single-chip configuration called 'The Power PC' will be developed and marketed by Motorola. It will also feature in a new range of Apple Macintoshes.

hitherto unthinkable set of events given the previous animosities between the two competing companies.

including elements of Apple's operating system in Windows.

IBM is equally unhappy with its once staunch ally, Microsoft,

## IBM is equally unhappy with its once staunch ally, Microsoft, following its entry into the ACE agreement with arch IBM rivals, Compaq...

The agreement, when ratified, will have wide ranging effects on other companies. Specifically Microsoft, the publishers of MS-DOS.

The basis of the Apple/IBM agreement involves a commitment to UNIX, in IBM's AIX format, as well as in Apple-installed object oriented systems. Neither option is open to Microsoft, which is currently being sued by Apple for allegedly infringing copyright by

following its entry into the Advanced Computing Environment (ACE) agreement with IBM's rivals Compaq, DEC, the Santa Cruz Corporation and MIPS. ACE was set up to produce multimedia workstations which would have competed directly with IBM's own RS/6000 RISC-based workstation - the technology which provides the munitions for the IBM/Apple pact. One thing is assured; neither IBM nor Apple feels it will lose out. ■

## APPLE COMPUTER: THE REBEL EMPIRE?

Apple Computer's move to join hands with IBM is one of the most outstanding turnarounds in computing history. It also signals the end of an era for Apple itself.

Apple was founded in the mid-1970s when a spate of new, small and cheap microcomputers such as the Kentucky Fried Computers and the HyBit Machine Company (IBM) were beginning on the West Coast of America.

The motivating idea for these outfits was to make the computer populist. Young ex-hippies such as Apple's Steve Wozniak and technical wunderkind like Steve Jobs saw that the way forward was to escape the corporatism of IBM and create a personal computer which could sit on the desk of every citizen of the free world. At that time, IBM, the world leader in computing, was showing disdain for this notion. The corporate consensus being that mainframes were where the money was.

1977 saw Wozniak reveal a microcomputer - called Apple - at the Homebrew Hackers' computer enthusiast convention in Menlo Park near Stanford University in California. This followed the initial and highly successful launch of the Altair 8800 home computer in 1975. Apple's appearance was also a full four years before the launch of the IBM Personal Computer - what we now know as the ubiquitous PC.

Thus the race, and the fierce competition between Apple and IBM was born.

## EXPRESS COMMENT

### THE END OF THE COMPUTER COLD WAR

It took 20 years, but it appears that the IBM/Apple hatchet has been buried and it has not ended up bloodied in one or the other's corporate body either.

It all began in 1977 when Apple revealed its first microcomputer. This new concept was initially greeted by IBM as a mere scratch to its corporate computing armour. However, Apple refused to lie down and die - in fact it did the opposite. Four years later IBM, which had not considered microcomputing to be as much of a potential money maker as its stable, and immensely successful mainframe business, buckled to the pressure and launched its first personal computer.

Having made what was considered at the time to be a forced move, Big Blue (as IBM is affectionately [?] known) was determined to make the market its own. The war had begun between the giant and the giant. It was to be a bloody affair. IBM's strong links with Microsoft, the developers of MS-DOS and more recently Windows, and chip makers Intel, led to the seemingly unassailable monolith of IBM/MS compatibility. It also led to a straitjacket where IBM became more and more dependent on two conservative sources of supply and R&D. Apple struck back with its iWAP-based front end, and more recently the incredibly user friendly System 7. It also worked with Motorola and even Acorn computers.

One of IBM's counters to Apple was its ill-fated OS/2 - and it is here that one of the main motivating factors of the Apple/IBM joint venture began. IBM needed multi-tasking, user friendliness and it needed support. Microsoft, apparently, is reluctant to support OS/2 and this has become a sticking point between the two firms. And in itself, the OS/2 argument would probably not have caused the Apple/IBM venture. Other factors have to be considered.

It is not good business practice to be tied too close to one or two single suppliers especially if they are apparently not keeping up with the competition. On purely economic grounds a single supplier can control price and supply. Apple discovered this to its cost with recent ructions with Motorola where supplies of the 68030 processor were threatened.

But why pull-back the sheets and invite the old foe Apple into bed? One patently obvious reason is that Apple keeps coming up with the goods. Where OS/2 was seen to be clumsy, the Macintosh operation system was viewed as the ultimate in user-friendliness. Where IBM is dead to Intel, Apple has fairly free-form links with Motorola. IBM is seen as a vast, faceless, behemoth. Apple is viewed as young, professional and populist.

But why should Apple go with IBM? Because it is in the business of making money. The one major stumbling block for Apple and its Macintosh has been IBM compatibility. Although it has been successful in getting its machines into small businesses and even to the home user, there remains a massive chasm of the commercial market which is dried. The key to this lack is IBM compatibility. Frankly, the joint venture will be of tremendous value to both firms. And their accountants know it.



• John Ackers of IBM and Bill Gates of Microsoft. Arguments over OS/2 and the need to move from MS-DOS to a graphic user interface may have caused acrimony between the two former allies.

## 香港重新包 面出售之舊 運出口之回 及零件更換

Japanese characters like this can be translated into English at the rate of 10,000 A4-size pages per month, using a computer-based translation package.

## Translation automation

After years of research Japanese company, Tois, has developed a computer-based language translation package that actually works. The company's automatic translation system can translate 10,000 A4-size pages per month.

The system runs on a Hitachi computer and translates English sentences into Japanese. At the moment it can only handle the translation of technical documents, such as computer and machinery manuals.

In spite of this progress, a document that goes through the system still requires some human editing. But the process is still faster than a human translator working their way through an average one-month workload in four hours.

In the future Tois wants to improve the system so it can translate 30,000 pages of documents per month. It believes this can be achieved within three years, and hopes the system will also be made more reliable. ■



One of the biggest problems with Compact Disc (CD) technology is not how much data can be stored, but how fast it can be accessed.

US company, Ten X, believes it has solved the problem with its Optical Conversion Unit (OCU), the OCU-300. This speeds up the reading and writing to and from CDs, writes-once-read-many (WORM) and rewritable drives.

The unit has hardware drivers that work with a SCSI hardware interface so that software drivers are not necessary. In theory, this means that Compact Disc drives can be completely interchangeable with any type of computer, and operating systems will not have to be upgraded to use the new technology.

Performance has also been improved with built-in data compression and double caching of data to increase speeds.

# TOMORROW'S CUTTING EDGE

If you've ever wanted something but it hasn't been invented yet, read this page. It just might be here

## Shop while you slob with interactive TV

Couch potatoes alert! Soon you won't even have to move from your armchairs to go shopping – a device from TV Answer Incorporated (TVAI) will do it for you.

TVAI has created TV Answer, a box that sits on the TV and digitally connects the user to the outside world, enabling them to buy things, transfer money and even order takeaways. It is operated by remote control using a joystick.

The 'box' is a computer and the different cards in the machine enable it to perform these different tasks. The cards are much like the ones which store software on portable computers, such as the PosiNet. RAM cards are also available to speed up the system or to increase its capacity to store station settings, for example.



• The Japanese did all their shopping from the TV and now you can too with TV Answer.

Unlike most things that plug into a TV set, the box is not based around television technology, so it can be used with PAL or NTSC systems. It operates in a similar way to cellular phone networks, with the planned cell sites dispersed to pick up digital signals from the box and transmit information to the required receiver.

The boxes are uniquely programmed with the subscriber's information, such as name and address, which can easily be traced – a good deterrent for potential thieves.

TV Answer also functions as a remote control for the TV, video cassette recorder (VCR) or satellite dish. Other features include network channel selection, tuning users to the regional channel of a television network broadcaster. The device can also be programmed to record on a VCR, including setting a satellite to the right frequency and direction to tape the programme.

All this could be happening in the not-too-distant future, as the company is only waiting for FCC approval. The service is expected to begin in Fairfax, Virginia, and soon after in Los Angeles, possibly in mid-1992. ■



• The micro chip could soon be controlling our bodies as well as our machines.

## Micro mania hits man and machine

Scientists at Illinois Tech in the US have announced a new technique for producing micro-machines: tiny gears, gauges and other components that are small enough to fit in the human body or in a consumer chip.

The process has already made copper and nickel wires as small as 300 microns wide and 50 microns thick (a human hair is 100 microns thick).

Most microchip technology is capable of using the new technique, which relies on silicon sensitive polymers, a polymer plastic used in computer case packaging. Using the same lithographic techniques used to make other chips, the group has etched patterns of wires, gears and other components on to the plastic, and has then chemically etched them out. These same as moulds which are filled with metal using standard electroplating techniques.

According to Dr Mark Allen, an engineer on the Illinois Tech team, these miniature devices could be used for everything from lasers to fibre optic cables, or as guides on a microchip for an electron microscope to follow. Other possibilities include mechanical human body parts and organ monitors. ■

## Speedy CDs

Hardware compression can be as high as 20:1 and is done as the data passes through the unit – it doesn't have to be compressed or decompressed by the computer, which is faster and more convenient.

Double data caching means that data will be stored in RAM until it can be written to or read from the disk, speeding operations up even further.

Because a hardware interface is always faster than a software interface, the performance of any CD drive with OCU will be improved automatically, claims the company.

The OCU-300 supports any CD drive and can be added to any system with a SCSI controller card. The OCU-300 by itself lists for \$1,895 (£1,164) and the company's sub-system packages, comprising of CD drive, OCU-300 and power supply range from \$4,495 (£2,761) for a 940Mb CD drive, to \$29,500 (£18,120) for a 6,400Mb drive. ■

## Long-distance wizardry

Technology knows no bounds – now even business organisers can receive information over the airwaves.

US company,

Cue, has developed a data receiver, called Lapcom, which is designed to work with the Sharp Wizard business organiser (known in the UK as the KJ). The receiver is mounted on the roof of a vehicle and transmits the messages it receives to the Wizard via a standard RS232 serial port.

A green light on the Lapcom is activated when a message is received. By pressing one button on the Wizard, the message to be displayed on its screen. Up to eight messages can be stored,



• Now the car phone is just the only on-the-road form of communication – the Lapcom receiver can be attached to the roof of your car and it will pass on messages to your personal organiser.

even when the user is not there.

The messages are distributed by the Cue radio network, which sends them by satellite to 250 radio stations for broadcasting over the FM signal of each station. Each station covers 8,000 square miles so broad coverage is assured. ■

## Chaos reigns

Chaos is usually something we all try to avoid. Now the Japanese are trying to create it, experimenting with fuzzy logic and chaos technology.

This new programming method builds upon fuzzy logic concepts by applying 'chaotic' principles to data. While the word 'chaos' implies a state where no rules apply, the theory of probability dictates that if enough chaotic situations are created, then a logical order will prevail. Chaos technology is based on this principle.

Practical applications are already being developed to use the new technique. Toshiba wants to apply the chaos concept for pictorial data processing and computer chips, while the Nomura Research Institute wants to use it for predicting financial markets. ■

# DON'T MISS YOUR CHANCE!

**Special Amiga/ST offer – a complete game!**



Despite all our warnings and best efforts to increase availability, it would appear that some *Express* readers still missed out on our special full game issue. Besides all the latest news and reviews for your machine, it featured – as you're no doubt aware – a full, brutally addictive game for the Amiga and ST called **HATE**.



A. Drag the coils to the end for extra lives, but don't get hit on the way there. You might live, but they certainly won't!

- Inside the magazine, just to rub things in, we featured a full, illustrated playing guide, complete with tips, short cuts and even a special cheat for those really tricky moments.
- If you're an Amiga or ST owner and you missed out, you must be sick as a proverbial pig, eh?
- Well, you'll be glad to know we have kept just 2,500 copies of this special issue for those regular readers who missed out. To order a copy, fill in the form below and send with it a cheque or postal order made payable to Future Publishing Limited for just £1.95 to: New Computer Express Special Offer, Future Publishing, Freepost, The Old Barn, Somerton, Somerset TA11 7BR.
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Please send me a copy of *New Computer Express* special issue 130, featuring the complete version of **HATE** on a dual Amiga/ST disk.

I understand that if no copies are left you will return my cheque/postal order.

## WANTED!

**YOUR HONEST OPINION OF NEW COMPUTER EXPRESS  
– SO WE CAN MAKE IT EVEN BETTER!**

This questionnaire helps us monitor what you, our readers, think of **NEW COMPUTER EXPRESS** and keep it tailored to your wishes. Please don't pass up this opportunity to influence the future of your magazine. We really do want to know your honest views!

### 1. Which equipment do you own?

- ☐ Amiga ☐ Atari ST ☐ Archimedes ☐ PC  
☐ Spectrum ☐ Commodore C64 or C128  
☐ Amstrad CPC ☐ Spectrum ☐ Other  
☐ Sega console ☐ Nintendo console  
☐ Monitor ☐ Printer

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### 5. How does it compare with previous issues you've seen?

- ☐ Much better  
☐ Slightly better  
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I most like .....

And I least like .....

● You don't need a stamp.

Simply return to:- Reader Survey, **NEW COMPUTER EXPRESS**, Future Publishing, Freepost, Bath, Avon BA1 1XY.

# CITIZEN PRINTERS



Silica presents some great offers on the award winning range of high quality dot matrix printers from Citizen. Each Citizen printer is built in the UK to exacting standards, ensuring superb reliability and a very high quality of output. Our confidence in the quality of Citizen printers is such that we are pleased to offer a unique two year guarantee with every printer. Plus, if you purchase your Citizen printer from us, we will give you a Silica Printer Starter Kit (worth £299.5), **FREE OF CHARGE!**

**FREE DELIVERY**

Next Day - Anywhere in the UK mainland

**FREE STARTER KIT**

Worth £299.5 - With every Citizen printer purchased from Silica

**FREE COLOUR KIT**

Worth £399.5 - With Swift 9 and Swift 24 printers

**2 YEAR WARRANTY**

Silica offers a 2 year warranty (including the printer head) with every Citizen printer purchased from Silica

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Citizen printers are manufactured to high standards

**144 CPS DRAFT 9 PIN**



## CITIZEN 120D+

The Citizen 120D+ is one of the UK's best selling printers. It has a stylish appearance and excellent features and performance for such an inexpensive printer. The 120D+ is available with either a serial or parallel interface and even total first printer.

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- Print Speed 144cps Draft
- 30cps NLD
- Epson & IBM Graphics Emulation
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- Superior Graphics - 240x210dpi
- FREE Starter Kit

RRP £239.50  
STARTER KIT £29.95  
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SAVING £112.29  
SILICA PRICE: £157.16

**144 CPS DRAFT 24 PIN**



## CITIZEN 124D

The award winning Citizen 124D brings high quality 24-pin dot matrix printing with every computer users reach. It is the ideal choice where high quality printing is required at a budget price.

- 24-pin Impact Printer
- Print Speed 144cps Draft
- 2 LQ Fonts (48cps)
- 8K Buffer
- Epson & IBM Graphics Emulation
- Advanced Paper Parking
- Superior Graphics - 360x360dpi
- FREE Starter Kit

RRP £262.50  
STARTER KIT £29.95  
TOTAL RRP £292.45  
SAVING £112.29  
SILICA PRICE: £180.16

**192 CPS DRAFT 9 PIN**



## SWIFT 9 - COLOUR!

The Citizen Swift 9 is perfect for those who require high quality dot matrix black or colour printing at a budget price. The great quality of Swift 9 rivals that of other manufacturers' 24-pin models.

- 9-pin Impact Printer
- Print Speed 192cps Draft
- 2 NLD Fonts (48cps)
- 8K Buffer
- Epson & IBM Graphics Emulation
- Advanced Paper Parking
- FREE Starter Kit
- FREE Colour Kit

RRP £369.50  
STARTER KIT £29.95  
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SAVING £133.29  
SILICA PRICE: £266.16

**192 CPS DRAFT 24 PIN**



## SWIFT 24 - COLOUR!

The Citizen Swift 24 is one of Europe's best selling printers and has won awards including Printer of the Year 1990. Its rapid print speed, quality and robust construction, make it a natural choice.

- 24-pin Impact Printer
- Print Speed 192cps Draft
- 4 NLD Fonts (48cps)
- 8K Buffer
- Epson & IBM & NEC PE+ Emulation
- Advanced Paper Parking
- FREE Starter Kit
- FREE Colour Kit

RRP £429.50  
STARTER KIT £29.95  
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SAVING £153.29  
SILICA PRICE: £306.16

## PRINTER ACCESSORIES



## SHEET FEEDERS

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PR1215 £124.00  
PR1215 £124.00

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Every Citizen printer from Silica comes complete with the Silica Printer Starter Kit, including everything you need to get up and running with your new printer immediately. **FREE OF CHARGE!**

- 216" Dual Format Disk with Amiga & ST Printer Drivers
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- 200 Sheets of High Quality Continuous Paper
- 200 Continuous Address Labels on Tractor Feed
- 5 Continuous Envelopes on Tractor Feed

If you already own a printer, and would like a Silica Printer Starter Kit, you may order one (ref. KIT 5000) for the special Silica price of £249.50 (off RRP).

**NORMAL RRP £299.5**

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Before you decide when to buy your new printer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or software, or some technical help and advice. And, will the company you buy from contact you when you need new products? At Silica Systems, we ensure that you will have nothing to worry about. Silica Systems is one of the UK's leading independent computer retailers and provides a quality service to users at home, in education and in business throughout the nation. Silica have been in existence for over 12 years, and have an annual turnover of £15 million. With our unrivalled experience and expertise, we can give you the best value for your money, and we can also give you the best value for your money. We don't just take the word for it. Complete and return the coupon now, for our latest Free literature on the Citizen printer range and begin to experience the "Silica Systems Service".

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To: Silica Systems, Dept NCE 0791 - 55, 1-4 The Mews, Hatfield Rd, Sidcup, Kent, DA14 4DX

## PLEASE SEND CITIZEN PRINTER INFORMATION

Mr/Ms/Ms: \_\_\_\_\_ Initials: \_\_\_\_\_ Surname: \_\_\_\_\_  
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Postcode: \_\_\_\_\_  
Tel (Home): \_\_\_\_\_ Tel (Work): \_\_\_\_\_  
Company Name (if applicable): \_\_\_\_\_  
Which computer(s), if any do you own? \_\_\_\_\_

## Protext upgrade

**PRODUCT:** Wordprocessor  
**NAME:** Protext 5.5  
**COMPATIBILITY:** PC, Amiga, ST

A text analysis system is one of the more interesting new features on the latest upgrade of Amos's acclaimed multi-format word processor package, Protext.

Version 5.5 has the facility to read your text and work out how many times certain words have been used. This can help a writer avoid repetition, but they are stuck for an alternative word then they can call up a list of synonyms on a popup window.

Other new features include automatic hyphenation, widow and orphan elimination - this stops you from creating ugly lines at the end of a paragraph which contain a single word - viewing files sorted by size and date and mail merging directly from Prodata files.

The Collins Thesaurus has been expanded to 43,000 entry words with 827,000 responses.

**Price:** £C206 (upgrade from 5.0: £71)  
£111 Amiga £152.75  
Upgrade from 5.0: £301

**Availability:** August  
**Target users:** Everyone  
**Contact:** Amos 0733 68909  
**Perceived competition:** WordPerfect, LotusScript, Microsoft Word

## PC survival

**PRODUCT:** PC starters guide  
**NAME:** PC Crash Course II  
**COMPATIBILITY:** PC



*• If you freeze with technical every time you see a DOS prompt, then the PC Crash Course books could be just what you need.*

PC Crash Course II is a follow up to the successful PC Crash Course and Survival Course, and is aimed at people who have just about worked out where to put their floppies and how to run a program, but are still not quite competent enough to fully exploit their PC's capabilities.

It covers such subjects as batch files, applications programs, desktop publishing, printers and the dreaded ITU newcomers DOS. Carefully illustrated with diagrams and cartoons to make complex ideas more easily understandable, PC Crash Course II is clearly and simply written.

The first book, which is accompanied by a tutorial diskette, is

# WHAT'S NEW

Whether it's word processors or electronic clipboards, the *Express* at-a-glance new products guide gets down to just the facts you need

## Biro input computer

**PRODUCT:** Pen input clipboard  
**NAME:** Scriptwriter  
**COMPATIBILITY:** PC

Scriptwriter from Peripheral Vision is a specialised pen input computer with a difference; whereas similar machines from GRD, NCR and Altan all use specially designed stylus to write on the screen, you need nothing more than an ordinary ballpoint pen.

Designed by the company as an 'electronic clipboard', Scriptwriter transforms hand printed characters into ASCII codes which is stored in the machine's memory for periodical download to a central computer via an RS232 port.

You simply write onto a paper form placed on top of the Scriptwriter's A4-sized pressure-sensitive writing area.

A two line LCD (Liquid Crystal Display) at the top of the clipboard displays the characters as you write them, so that you can check you have entered information correctly.

The Scriptwriter can store over 100,000 characters and also features an internal clock. Internal rechargeable batteries provide up to 16 hours of continuous use. A bar-code wand and internal modem are offered as options.



*• The Scriptwriter is a pen input machine that uses nothing more technical than an ordinary biro to enter the data.*

**Price:** £2,000 approx.  
**Availability:** Now  
**Target users:** Business users who need to fill in lots of forms

**Contact:** Peripheral Vision: 0373 452755  
**Perceived competition:** GRD/Pad, Pelson Organizer.

also still available and is aimed people who know next to nothing about computing. It includes a section titled 'How it sounds like a teacher - even if you aren't a teacher'.

Look out for an *Express* review of the PC Crash Courses in issue 143.

**Price:** Crash Course I: £15.95  
(Survival Guide: £17.95)

**Availability:** Now  
**Target users:** People who don't know the first thing about PCs

**Contact:** PC Productions Ltd: 0453 755200

**Perceived competition:** The PC Plus Personal Computer Handbook, Answers magazine, every month

the LaserJet IIp and include the Courier font in various 10 and 12 pitch styles, and 16 pitch line printer fonts in portrait and landscape orientations.

The printer provides both LaserJet IIp and IBM Proprinter II emulation which can be controlled by command codes from standard software applications such as Symphony.

Two paper cassettes each hold up to 250 sheets of paper, while envelopes can be printed through the manual feed. When one paper cassette is emptied, the other one switches on automatically.

**Price:** £1,725  
**Availability:** Now  
**Target users:** Small and medium businesses

**Contact:** Qume 0734 584646  
**Perceived competition:** Other low-cost, not so fast laser printers

## Crystal clear laser printing

**PRODUCT:** Fast laser printer  
**NAME:** CrystalPrint Lynx  
**COMPATIBILITY:** PC

Qume has launched its CrystalPrint Lynx, a reasonably priced 12 page per minute (ppm) laser printer.

Print resolution is 300x300 dots per inch (dpi). The machine comes with 512K RAM as standard, expandable to 4.5Mb. 14 fonts are provided as standard, and these can be expanded to the addition of a range of cartridges which plug into the front of the machine. The standard fonts are based on those

## Reducing glare

**PRODUCT:** Polaroid screen filter  
**NAME:** CP-Universal 2  
**COMPATIBILITY:** 10 to 19 inch monitor screens

Reflective glare and electromagnetic interference from your monitor screen are two problems that can be virtually eliminated by good screen filters. Cave Tab has introduced two new polaroid filters at the lower end of its range which, the company claims, can reduce glare and static buildup by up to 99 per cent. At £79 the CP-Universal 2 polyester filters are a cheaper alternative to Cave



*• Tense nerves headache? Forget the coffee, what you need is a Cave Tab polaroid CP-Universal screen filter to cut down on all that computer glare.*

Tab's high quality glass polaroid filters (£164), but the company reckons they are just as effective.

The CP-Universal 2 polyester screen filters use circular polarising filters so that you can see the monitor clearly even in the brightest of light. A transparent, electrically conductive coating cuts down on the electromagnetic interference. There is also provision for earthing the screen to redirect any static that builds up behind the screen.

The two filters come with a new hinge-type mounting blocks which means that they can be fitted to most 10, 12, 14 or 15-inch monitors - previously eight different sizes of filter were necessary. You can also tilt the screen easily off the hinges when you need to clean it.

**Price:** £79  
**Availability:** Now  
**Target users:** All computer users  
**Contact:** Cave Tab Ltd: 0604 643677

**Perceived competition:** Manufacturers of high quality screen filters.

# Sudbury Electronics

771, Harrow Road, Sudbury, Wembley, Middx.

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## 286/12MHZ System

40 M/Byte 28 M/S Hard Drive  
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## PRINTERS

Oki 390 with sheet feeder **£199**

Oki 393 with sheet feeder **£275**

Oki 393 Colour with sheet feeder **£350**

(Please note all above  
printers Badged Siemens)

Siemens 3100 24 Pin Printer **£160**

High quality 102 Keyboards made by  
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A.S.T. 286 system with EGA Colour  
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As above but with 40 M/Byte  
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# PC COMPUTERMATE

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## EXPRESS MAIL

Welcome to the letters, matters, pages and computing

This week, Haydn Fitz-Williams prints your thoughts on that astonishing Atari CD-I move, the first prison sentence handed out to a pirate, the end of computing as we know it and the taste of microwaved STs. Plus your chance to put questions to top industry figures



### Atari's CDTV

So Atari has decided to take the plunge and jump on the CD-I bandwagon, eh? I wondered when the company would get round to taking on Commodore's CDTV head to head - but somehow I don't think Commodore will be queuing in its boots. A £3,000 TT based CD-I machine won't sell many units will it? Who on earth's going to buy one of those? I reckon Atari's banking up the wrong tree - it should look at bringing out a CD-I drive for the ST. After all CD-I is just a licence you can buy off a shell isn't it?

Mark Halsey, Newcastle

I AGREE that a TT-based machine wouldn't, on the surface, appear to have a lot of sales going for it, but maybe the intention is to spin down the research and development to some kind of ST hook-up at a later date.

I doubt, though, whether you'll see an add-on drive like the CDTV drive the Amiga has. Atari is more likely to bring out a stand alone CD-I machine that has a floppy disk drive and GEM emulation.

When this might be a hard nut to judge, but I'd hazard a guess at late '92.

### Atari's Shots

Congratulations on a great piece about the Atari CD-I machine last week, I especially liked the 'Shots from the Lip' special. I used to think that Atari's top brass would make up any old rumour if you asked them - you know something like 'Is Atari bringing out a fuzzy logic washing machine?' - answer 'We're currently looking at the alternatives but yes, you can at least expect a fuzzy dishwasher'.

But after reading the piece I realised that as far back as March last year they were hinting at a CD machine. Not so much hot air after all!

Trev Baines, Plymouth

I DON'T KNOW about fuzzy dishwashers. But Atari certainly has a whole host of projected machines in the pipeline. We're all waiting for the STPC. ST console and another four Portfolio type products Bob Gleadow, UK UK boss

animated at nearly two years ago. Gleadow delights in making rings round the press - when he deigns to speak to us - if he so wished he could quite easily ring us on a ST magazine and tell them off about a ST-based dishwasher! He's so on - unbelievably believable as an unbelievable sort of guy.

### FAST busts 1

Thank God FAST (the Federation Against Software Theft) - NFVW has finally got round to convicting one of these pirates and sending him to prison. The sooner these people realise piracy is theft the better. Perhaps software houses should start putting stickers on games which say - 'Copying can seriously damage your freedom'. In the words of a famous London cable - it's the only language these people understand.

Dr Dave Gutterford, Surrey

HO-HUM... yes, it's important that justice has to be seen to be done, but prison sentences for all pirates would be a little over the top don't you think? Maybe you don't. What do you think readers? Send in your thoughts to: Hang on high NCE-30 Monmouth St Bath BA1 2BW

### FAST busts 2

So it's finally happened. FAST has sent someone to prison for copying games. I find it unbelievable that a so-called crime which is no different to taping music off CDs, albums and the radio, should be treated in this way. Don't the authorities realise

that prisons are just the universities of real crime? Pirates will just get more desperate if they're looking at a stretch there's no telling what they might do.

Brian Greaves, Sheffield

JUST REMEMBER, Brian, that FAST hasn't sent anyone to prison - that's the job of the courts. Also I think the person in question was doing something a little more harmful than taping music - he was piloting pirated software.

### Amiga Pens

Now that pen-input computers are all the rage and according to your article, even Atari has brought out a machine that recognises handwriting and doesn't use a keyboard or monitor, why hasn't Commodore any plans to bring out an Amiga version? I'm sure there would be a market for it.

Dean Jones, Swansea

I THINK I'm right in saying that Commodore doesn't have plans to bring out an Amiga portable: it's done a pen-input machine. GigaTron in Germany had a prototype it showed in the US in a while ago, but I think it ran out of money before the machine saw the real light of day. At the time, Commodore didn't support it though - presumably because it had lost its own. Nothing's moved yet, but a portable Amiga would have certain benefits - not least in video work.

### The end

I find it interesting that you are predicting the end of home

## MORE FABULOUS MEGA-MAGNETIC LOOT ATTRACTION UTILITIES - PARTS 15 & 16

**15** I have an idea that is going to blow book publishing away and put Collins, Methuen and even Ian Allan into receivership.

The busy office where I work as an evening cleaner does printing for local firms and recently they installed an optical character recognition scanner to automatically type in letters and documents.

It didn't work very well with the varied quality of correspondence so I was able to borrow it. It works fine with all the professionally printed reference books in the library and with a spell checker, contact checker and thesaurus on my PC, I've already typed 20 books on trivia and superlatives beyond recognition. A quick trip to the printers and a handful of illustrations and I'm quits in. Original material for next to nothing.

John Guinness (He changed to cash in on the famous one)



Millions of gold are awaiting you. All you need is one OCR scanner and a lot of nerve.

**16** Here's a way to make some money. Take advantage of the ludicrous tax and company legislation in the UK by opening up a company with a name that includes something electronic

and computer sounding, run it into the ground while a friend opens a small computer supply company. As you go to the wall, you'll find that your friend is ready to buy up the remnants of your company for peanuts, you can shrug your shoulders and blame it on the recession or any other convenient excuse and march off into the sunset. Funny thing about sunsets is that within a few hours they turn into daybreak and your friend (being the benevolent chap that he is) will be sorry to see you down on your luck and employ you as a full partner. You will reap the benefit of your original company's capital without incurring its liabilities.

If you think it sounds dodgy, look at the computer world. There are at least five documented cases in the last couple of years.

Colin Beaves, Cromer

## ON THE COUCH



This week's Express psychiatrist Dr. Core Anthony's willing patient is DARRELL SERGENT from LEICESTER. All young Darrell did was write in with the machine he owned, his favourite software and the machine of his dreams. Then Clara whisked him off to her interface work-out facility and told him he was... You could be next! Just write to: Leather Couch Clinic, New Computer Express, 39 Monmouth St, Bath BA1 2BW, you could be next!

Right Darrell, relaxed? OK just put these electrodes on your temples and close your eyes...

#### ● MACHINE OWNED:

Atari ST

#### ● FAVOURITE SOFTWARE:

Devpac ST 2

#### ● DESIRED MACHINE:

Firstal generated finite state mind machine with superconducting copper oxide interface

Now the not familiar with the particular machine you desire, Darrell, I can tell you one thing: you are seriously deluded. Mind machines of any description are problematic in so far as they merely skim the surface of the conscious without penetrating the deeper psyche.

While Devpac 2 is, of course, a very useful way of deriving meaningful intercourse with your Atari, the net effect is bound to lead to frustrations. With assemblers, the problem centres on what we Freudians call 'the input/output dichotomy'. Is other

words, it's not what you put in, but the way you put it in that counts. And as Jung only too frequently noted, machine code monitors are fine for voyeuristic pursuits but incapable of offering intimate fulfillment. Just remember, there's no such thing as safe sex, particularly if you resort to debuggers.

**PROGNOSIS:** Sell Devpac 2 and buy a C++ package. Then, lying on the floor, position your monitor next to an open window so it has a backdrop of passing clouds. Quickly code the fractal elements of the changing sky into a single chaotic transformation and sell the results to Breakfast TV. You will shortly receive a salary of 75K a year as a weatherman is the only facile state of mind you'll ever need.

computers as a games machine, with the superior presentation of the consoles leaving these micros standing in the performance to price ratio.

Looking at the American market, I can well see how you arrive at this conclusion.

However, I feel that you have failed to take into consideration the fact that the home computer is viewed differently here to the rest of the world. This is because of the unique popularity the Sinclair machines enjoyed in the UK. Take a look back in time at the early eighties when the Atari VCS ruled the leisure market, with the Intellivision and ColecoVision as contenders. All three of these machines were wiped into oblivion by the Spectrum and C64.

Take a look at the computer games of the time. The Atari boasted better sound, no colour clash and instant loading. The other two newer machines were very ahead with the Intellivision offering improved, strategic games such as Dungeons and Dragons, Maze-A-Tron and so forth. The ColecoVision was launched with the graphically stunning Smurfs and arcade perfect conversion of Zaxxon.

The Spectrum has rubbish sound, colour clash, character block movement (back then) and everything took several minutes to load (not including all the time spent fiddling with the volume control). It was also more expensive than most consoles, and yet it ruled supreme when it came to what people wanted. They wanted a computer, not a toy.

I think that if you compare the Amiga games to the Famicone, and the early Spectrums to the ColecoVision (or even the VCS) I'm sure you will agree that the Amiga has better with its competition than the 8-bit did.

Gerald Byrne, Birmingham

**I'M SURE YOU'RE** right Gerald but I think Express was just commenting on the fact that if it sees the current computing market dividing into specialist and consumer areas, I don't know about the Amiga doing well with the graphics though... the Nintendo franchises I've seen seem to be superior. But then the Amiga's almost reaching its seventh year.

## A challenge

One point I would like to make about the Macintosh is this, it has been around a long time now and in terms of technology is quite old, but as it provided one of the first GUIs available it was a natural

## Ask a question and win a river!

Yep this is your chance to put your queries to some of the world's leading computer companies. Over the summer, Express will be conducting a series of interviews with some of the biggest names in the biz. And we want your contributions! Here's the list of the top manufacturers and developers we'll be talking to:

- Acorn ● Amstrad ● Apple ● Atari ● Commodore ● IBM
- Intel ● Microsoft ● Motorola ● NEC ● NeXT ● Nintendo
- Panasonic ● Philips ● Sega ● Sharp ● Sony ● Tandy

The theme of the series is 'Towards 2000', so we'll be asking the UK bosses of these firms to tell us where they've been, where they're at and where they're going. And along the way there's bound to be an opportunity to ask a lot of giggling little questions you've always wanted answered but never dared to print. So now a year's chance to find pieces of mud and win some dough into the bargain! All you have to do is drop a line to 'Industry Interviews', New Computer Express, 39 Monmouth St, Bath BA1 2BW and we'll do the rest. But hurry, we want to get this out the ground as soon as possible!

starting point for programs which could produce newspapers, etc.

So the Mac has had a head start over other Desktop publishing computers, but today it offers too little for too much. What I would like to do is issue a challenge on a paper.

You have a top end budget of £5,000 and a bottom end budget of £2,000. Put together a Mac based system for DTP and print the details in Express. When (if?) I see your list, I will do one of my own for an Archimedes based DTP system. I say that the Arch system will equal the Mac system in all respects and costs less as well. I will even go on to say that an ST/Amiga based system will give it a good run.

S. Robinson, Llandrindod Wells

**OK LET'S GO.** Here's my price list - 1 Mac Classic with 2MBs RAM and 40Mb hard disk - £895. Sharp's 900 dpi JX-100 colour scanner - £500. Aldus's Personal Press DTP software - £199. Adobe's Type Manager for £59 and a 360 dpi Apple Type Writer for £295. Total - £1,948. Not bad, eh?

## Tasty ST

What would happen if I pierced my Atari III with a fork and put it in the microwave for half an hour on full power? Would it taste nice?

M. Unzhongbo Africa

**WOULD TASTE** about the times better than a British Rail chicken mattras. Do any other nations' readers wonder what their machines taste like?

## Potential abuse

I feel I must write as a potential World Wildlife Fund member about the abuse many of your readers seem to dish out against dolphins. So I have compiled a list of

favourite computer related objects which make me sick.

- 1) Computers which think they are better than their users.
- 2) Friendly dolphin tuna.
- 3) Same as above but with green tables.
- 4) Unbranded disks.
- 5) Winning one of Haydn's fivers lists.
- 6) 1/20,204 chances.
- 7) Purple veg (except cabbage).
- 8) Bad writing and punctuation.
- 9) Missing things.
- 10) People who can't count.
- 11) Sick building syndrome.
- 12) Send us a letter of the NeXT gets it.

A. Burn, Peterborough

**DOLPHIN TUNA** indeed! Actually the chances of winning one of our compo are significantly better than 1 in 20,204. I'd say you were looking at chances of better than 1 in 200. What you would have been until I printed that! ■

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## AMIGA

- Challenging educational arcade game rediscovered
- Hot tips, for the horses! Tipster phoned line launched
- High quality, full colour digitising with SnapShotPro

## VOYAGE OF DISCOVERY

Veteran Amiga owners may remember a smart little educational game called Discovery which was unsuccessfully released by MicroIllusions into this country a few years back. Well, MicroIllusions has decided that the time is now right to push it back into the market place once again.

It's been enhanced beyond recognition, so that not only is it of great educational value, but it's great fun too. Unlike most educational software

Discovery takes the form of an attractively presented arcade game which sees you in the role of one of four deep space salvage and repair workers. Your job is to board one of a number of huge spaceships enmeshed in deep space and repair it by journeying around the ship collecting fuel crystals.

Finding your way around the ship is bad enough, but you also have to be on the look out for strange and rather deadly alien creatures that wander the ship's corridors looking for human flesh on which to feed.

Each ship also has a sophisticated system that must be breached if your mission is to be a success. This takes the form of computer controlled doors that can only be opened by correctly spelling a word given to you via the Amiga's built-in speech synthesiser.

At the beginning of the game you can

choose the types of word to spell. These range from simple words to scientific, technical and computer terms.

In general, Discovery is a fine bit of software that is let down only by the quality of the Amiga's speech synthesiser. It's often difficult to make out what word the computer requires you to spell, which can be fatal if you're being chased by those unsavoury looking alien that wants to put you between two slices of bread and have you for its lunch.

As a piece of educational software, it really is very well designed and implemented, which should provide an informative and challenging pastime for children in its ages.

✎ MicroIllusions is on 0480 496497

## THE HOT HORSE LINE

Amiga-owning gamblers have enjoyed considerable success recently thanks to Sidmouth Software's acclaimed horse racing prediction program, the Tipster. But now thanks to Sidmouth Software boss Steve Manner, non-Amiga owners can also join in the act.

No, we're not talking conversions to other machines (although the Tipster is also available for both the IBM and PC). In an attempt to grow to the world just how reliable the Tipster's advice really is, Steve has set up a telephone tipping line. For the very generous price of just £9.95, Steve will provide you with three hot horses every day for a whole month. The Tipster has a really impressive track record so don't miss this opportunity to get your own back on the bookies.

Thanks to the generosity of Sidmouth Software, I've managed to fit in a special discount for Express readers. If you phone Sidmouth and tell them that you read all about the tipping line within this publication, Sidmouth will let you have the first month for the reduced price of just £6.95.

Upon application, you will be given a unique PIN number which must be quoted everytime you phone up for advice. This changes every month, so you'll have to re-apply for a new PIN number at the end of each month. If you don't do all the hard work yourself, Sidmouth's Tipster International system is still available for just £34.95. ✎ Contact Sidmouth on 0395 513558 and don't forget to tell them that Express sent you.

## SNIPPETS...

■ Checkmate Data has announced the impending launch of a new pattern system for IBM reel received 24-bit graphics extension NAME.

The original pattern system bundled with NAME was a little clunky to say the least, which unfortunately managed to completely ruin what was undoubtedly a very capable program.

Thanks to comments within both the UK and International Amiga press and from NAME users the world over, Black Belt has laid up the package and fixed many of the problems users encountered.

I'll be taking a look at the new pattern system next week, hopefully.

✎ Checkmate is on 071 958 0658.



\* Journey around the alien ship learning valuable lessons as you go thanks to MicroIllusions' Discovery.

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Reviews of both AMOS 3.0 and the AMOS Compiler are still very much in the works, but you'll be pleased to learn that both products have now started to ship. AMOS 3.0 costs £24.99 and the Compiler costs £29.95.

Both are absolutely brilliant products which are an absolute must for every AMOS owner.

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Contrary to what everyone else in this column is saying, Microsilutions in the States is still insisting that Music-X 2.0 is still very much alive. It seems that the product may not actually end up being written by Dave Jones like programmer

of the original. Dave has supposedly become bored of Music-X and wants to move into projects now including work game-OS/2.

Strangely, Microsilutions, there's still no sign of the new version of Proton Part 2, which was promised for release way back in January of this year.

As for the new edition of this column, Microsilutions has made a lot of a bust out of the authors of the original. It now credits Matt Robinson as the writer for a company called 'M'. As a result, it is not certain whether the new product will look even remotely similar to its predecessors.

Jason Holborn

## MAKING A GRAB

HB Marketing is very good to me. It's just sent me a review sample of a brand new video digitiser just in from Germany. Called the SnapShooter, the digitiser offers features grabbing and full-colour support from a standard home VCR player.

After fighting through the spaghetti hanging out of the back, I plugged in my VCR and got out my extensive video collection in preparation for some serious image grabbing.

After little more than a few minutes experimentation (the manual was in German, so I had to suss out the system for myself), I was able to grab what were undoubtedly some of the best grabs I've ever seen on an Amiga screen. When I also consider that the images were



being a bit of a Depeche Mode fan, I had to grab a few images from my Mode video collection. This is a 16-colour high resolution pic. As you can see, the quality certainly is pretty impressive.

grabbed from a sneaky composite video source taken from video tape, the quality of the grab is almost unbelievable.

As soon as I get the full English documentation through I'll be bringing you a full review.

## ST

- CD-I Falcon set to knock CDTV from its perch
- The write way to expand your foreign vocabulary
- Why bother with full price games when PD is so good?

### CD-I-ST?

So, I have read in last week's issue about the 2nd and new Atari workstation project. Falcon. This advanced machine (uncovered by yours truly) is a CD-I computer aimed at users who require massive processing power and fast high resolution graphics. But what is the machine really all about?

Obviously the most interesting feature of the computer is the CD-I element. Atari has joined forces with Philips, Sony and Matsushita in adopting the CD-I standard, the coproduction to Commodore's ill-fated CDTV.

Multi-media players like the three mentioned above produce software/hardware for the machine, the future of the Falcon looks good. Also, a side effect of Atari producing this machine will be that the technology will work its way down into the rest of the ST range.

The Falcon is fully compatible with the ST, so it wouldn't take a great deal of effort on Atari's behalf to create a CD-I/ST machine.

Not necessarily a CDTV look-alike in which an ST is bunged in a box with a CD drive and sold without a keyboard.

but more as a module for the ST, an add-on that gives ST owners CD-I technology at a decent price.

So what kind of software could we look forward to with a CD-I system? Well, for a start, graphic adventures will never look the same again; games could use real digitised images. So, for example, if you had a game set in a city you would be interacting with pictures of a reality. The reason you can do this is because the CD-I drive is, in effect, a massive storage space; huge amounts of data can be stored on one disk.

Bob Casdoff, the managing director of Atari UK, tells me that the Falcon has been designed to rival the Sun workstation. However, I believe that its impact will affect much more than just the high-end computer market; Falcon is a machine which will do wonders for the Atari name.

### WHOLE NEW DOMAIN

At its capacity as news editor on Express's sister publication ST Format, I have the sometimes enjoyable task of reviewing new games software which

Continued on next page >

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◀ appears on the market. I also write the public domain section in the magazine, which includes a games roundup. So it's deeply amusing to me that lately I've been enjoying 63 games far more than the ones which set you back £30.

Public domain games are looking increasingly better than their commercial counterparts. Programming collectives such as the Budget label continue to release high quality games as PD, with the intention of showing up what they are - largely uninterested in gameplay or lasting interest, massively interested in releasing unoriginal, rarely clone-ridden software which can yield a couple of months in the charts and then a few weeks in the budget bucket.

With champions such as Jeff Miller (the old Llamatron label) discarding the software houses and adopting the shareware philosophy of 'pay if you like

if', you as the punters are the ultimate winners. Support the public domain and shareware and the software houses will get a rude awakening.

Remember, these are recessionary times for the big companies as well as the little people: if you stop buying the crud which software houses tout as 'entertainment', then they should start producing original products, which might, for once, be worth the £30 cover price they ask.

In the meantime, here's my list of the top ten recommended PD games. You should be able to get hold of them from most PD libraries.

- Llamatron (shareware)
- From Little Acorns (Budget Licenseware)
- Spectral Sorcery
- Dark Wars (Budget Licenseware)
- Seal Defenders
- Master Breakout
- Bolt

• Wizard's Tower is just one of a whole host of games available for next to nothing in the public domain. Demand that your money at their full price counterparts to shame.



- Slog
- Debt 1
- Wizard's Tower

## WRITE ON, JE PENSE!

That's right in one of the best WYSIWYG (what you see is what you get) word word processors available for the ST.

Gratimere Compo Software has just announced a whole batch of add-on dictionaries for the program covering seven languages: German, French, French Canadian, Spanish, American English, Dutch and Swedish.

Each is a revised form of the dictionary specialist Linguistech format. The German deck has a total dictionary of over 300,000 words, annotated with an internal root word indicator which words can be compounded, giving it says here) an effective dictionary of over three million words.

Next Unions of Compo Software reckons that the dictionaries are the perfect platform for use in Modern language teaching, so those schools with an ST or two, a residence will be pleased to hear that one already strained county budgets will only be debited by £34.99 per dictionary. Compo Software, c/o J. Venger, H2, Accrington Road, Huntingdon, Cambridgeshire. ☎ 0480 891819.

Andy Hutchinson

Andy Hutchinson is the news editor of the UK's best selling, and best loved ST magazine, ST format, out every month.

## NETWORKING HAS NEVER BEEN SIMPLER

I now have full details about the networking package that I mentioned last month.

The Universal NetWork has been designed by a company based in Oregon in the States. It is a hardware-independent network which enables large numbers of STs to link up and use the same hardware/printers.

The network operates with all STs/STE/TTs and with any version of TOS. Two options are available:

- 1) An ST version with either LANtech or MIDI drivers.
- 2) Mega ST/TT version with ST drivers as well as custom Mega/TT drivers for use with the built-in Atari/Alpion.

The best feature of the network is that you don't need any special commands or network shells to use the net. If you can run programs or copy files then you can operate the network; every function can be carried out directly from the desktop.

The ST version costs \$179 for two nodes with MIDI/cartridge drivers with each extra node costing \$85. The Mega ST/TT version costs \$219 for two nodes with LAN/MIDI/cartridge drivers with each extra node costing \$95.

Contact AAD Software at 240 Peach Street, Marietta, OR 97532, USA. ☎ 0161-903-476-6071.

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Spectre GCR MAC Emulator	£50.00

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### DISK DRIVES

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## CPC

- **Turrican 2** – the best Amstrad shoot-'em-up ever?
- **Revealed!** The painless way to de-bug machine code
- **Fun School 3:** learning doesn't have to be boring

## TURRICAN 2

Rainbow Arts gave finger-happy gamers a treat last year with two excellent shoot-'em-ups.

X-Out was the first, featuring some tough underwater blasting against a large variety of colourful aliens. The scrolling and sprites were brilliant, and there was the added element of a shop section where you could buy orders of powerful weaponry.

Turrican was next and was even better. This was a platform/scrolling shoot-'em-up where you controlled a

lone crusader against evil.

Now, the sequel – Turrican 2 – is here and, without exaggeration, it almost breaks belief.

Priced at £9.99 on tape and £14.99 for the disk version, Turrican 2 is similar in game style to the original. You control Turm as he marches along

the ground, periodically leaping from platform to platform and blasting away at the enemy.

As before, you have an ordinary shootstyle gun, but if you keep the Fire button pressed down you transform into a solid laser beam which you can direct with the joystick. There are bonuses to pick up along the way including extra weapons and lives.

However, the startling thing about Turrican 2 is that there are even more species than the original. The scrolling is excellent and the variety of background tremendous. There is even a whole new game section where instead of controlling Turm himself you have to pilot a small ship through an R-Type style section. Incidentally, although the format is similar to R-Type's, the execution is infinitely better – and R-Type's not bad as it stands.

But the most amazing aspect of the game is not really any of these things. It's the sheer size of the affair. According to the programmers, there are a sum total of 1,500 screens! That means that if you think of Turm as being a figure one-inch high, you have a game playing area the size of a house!

For some reason, games programmers are still only now getting the CPC hardware to reach its full potential. If somebody had shown me the spec for Turrican 2 before I saw the game, I'd have told them it couldn't be done. But here it is.

Turrican 2 is the best looking, best sounding, toughest and most impressive shoot-'em-up there is. Get it!

## PD NEWS

I have some news of two new PD ventures. I'll tell you about this week.

The first is a new library called Dartisma (Amstrad backwards – ho ho ho), which has been set up by Londoner Adam Shade.

Adam claims his library is the cheapest in the UK – he charges only 50p per disk 'selection' – but as usual you must supply a blank disk and a stamped, self-addressed envelope.

Some of his software sounds very interesting, too. Among the 42 disks currently on his books is a special demo of SPM Software's General Military Simulator (which I reviewed a couple of issues ago). Also from SPM is a fully playable game – The Italian Campaign.

For a free Dartisma catalogue send an SAE to: Adam Shade, Dartisma, 47 Kidd Place, Charlton, London SE7 8HF.

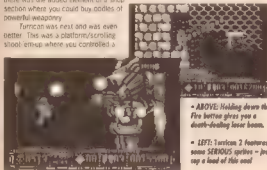
Tim Blackbond of Liversedge is up to something slightly different. He's starting up a new magazine, Artificial Intelligence, devoted to public domain software. Issues cost £1 each (which includes postage and packing) and will contain about 20 A5 pages.

You can order a copy from: Tim Blackbond, Artificial Intelligence, 19 Lee Street, Lillington, Liversedge, West Yorkshire WF15 6DZ.

## Z80 SIMULATOR

I've already given this new product from Goldmark Systems a mention, but now I've had time to investigate it further – and I've discovered that it really is an

Continued on next page >



• ABOVE: Holding down the Fire button gives you a death-dealing laser beam.

• LEFT: Turrican 2 features some SERIOUS sprites – just say a load of this word

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**◀ Extraordinary program**

Basically, it simulates one of the CPC's memory banks (yes, it does need a 128K disk machine to run), and is designed to help you check and debug your machine code.

Where Z80 Simulator is unusual, though, is that while most machine code monitors require a certain amount of memory between them, this program gives you an entire 64K.

Although the program is really only useful to experienced programmers, it does have a pretty thorough Help system, and it's not hard to find your way around.

Z80 Simulator carries out all the usual functions - memory editing, memory dumps, disassembling - as well as letting you single-step your way through your code.

As I said, it's not for beginners. But for experienced coders it could be a godsend - it's powerful, versatile and in many ways quite unique.

Z80 Simulator is available for an introductory price of £15 from Goldmark Systems, 51 Comet Road, Hatfield, Hertfordshire AL10 0SY.

**FUN SCHOOL 3**

Database has just completed the second pack in its educational series. As with the UnderFives pack, this one features a main menu from which you can access 10 'sub-games', each of which is designed to educate a child pleasantly.

Among the learning activities are:

- Telling the time



• Fun School 3's main menu gives you a selection of six fun, but educational, games.

- Simple arithmetic
- Maze-solving
- Circuit-designing

This last one is a bit odd for a program designed for this age range, but it's simple enough to use and probably teaches quite a bit about logic, planning and arithmetic.

The Fun School 3 series blends education, fun and presentation very well indeed. The games are very attractively designed, fun to play and also quite instructive.

The Five-to-Sevens pack is up to the same high standard as the UnderFives version, and builds on the skills already established by the earlier program. Database's hope, of course, is that parents will buy each package as their children grow older.

Fun School 3 costs £12.99 on tape and £16.99 on disk.

**Rod Lawton**

Rod Lawton is the editor of Amstrad Action, jammed full of CPC news, reviews and features every month.

**C64**

- **Creatures 2 update:** who's the special guest star?
- **Vidcom:** how to make the best that much better?
- **Does the latest soccer sim offer any new angles?**

**CREATURE COMFORTS**

You may remember my feature on Creatures 2 way back in issue 128. Then again you may not. Anyway, the game (and many of APEX's ideas) have changed considerably since then, so a follow-up seems sensible.

- The game is NO\* called Creatures 2, but rather Clyde Radcliffe in Torture Trouble. So now you know.
- The storyline remains much the same, with Clyde attempting to rescue his kaddies from the clutches of some evil demons.

• The game will consist of torture screens only, with the horizontally scrolling stages being used.

- After each torture screen is a bonus phase (see screenshots) where additional luzzy-wuzzys will be saved with the aid of a friend and a transpire.
- There will be approximately 10 torture screens in the final game, as

opposed to the originally planned 15 and after every third screen will come an 'Island Hopping' section. Clyde has to travel from one island to another, probably in a speedboat, via fast parallel-scrolling shoot-'em-up cascade reminiscent of Nebulus!

The torture screens are progressing well at the moment, with the third one nearing completion soon. This particular screen features lots and lots of snow, not to mention lots and lots of blood.

The previous screens include barbecued fuzzies, fire pits and acid baths!

Inspiration for such cruelly comes from many sources, including Dangermouse, Trapdoor and even the old Batman programmes.

The bonus section after each screen remains the same as before, only the backdrop will be different (as well as a few minor tweaks to enhance

**ARKANOID HOT TIP**

Here's a cheat for the recently re-released Arkanoid II - simply enter your name as **DEBIE S** on the highscore table for infinite lives.

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the difficulty). Many of the bonus sections are based on scenes from the original game, such as Watery Falls, Caves of Stone, Magic Meadows and Clyde's house in the Forest Gatehead.

The game will also feature a guest appearance by Marmoset Mouse, star of Summer Camp and Winter Camp. Indeed, Clyde appears in one in Winter Camp's bonus sections! Rumour has it that Marmoset will appear on torture screens and pull extra weapons from the ground, depending on how badly the player is progressing.

Torture Trouble also boasts a few special effects, so Clyde (and other creatures) can now move about in the top borders (the bottom border accommodates the cutely status panel). Each screen can feature up to 35 sprites, and every screen will have an individual piece of music to accompany it (about 30 in all).

Apex also estimates that 120 disks will be needed to store all the development files for the game!

The final game, unfortunately, will not be released at the CES Show in September, but there will be a couple of superb demos for you to see. And if the game is as successful as its precursors, Apex may just release a selection of data disks holding additional levels.

#### HERE WE GO

Quite a few soccer simulations have appeared recently, such as *Gazza's 3D Soccer* and *Trener Brookings's World Cup Workout*. Now Elite has released *World Championship Soccer*, but does it add

anything new to the genre?

The game can be played by one or two people, although only one player can participate in the tournament. You can select any team, and you do so by picking on the appropriate country on a world map.

Regardless of who you (or your opponent) are, you play in blue and your opponent in yellow. The game is viewed from overhead, and scrolls horizontally depending on where the ball is. Gameplay is fairly straightforward, with the nearest player to the ball being the one under your control.

When in possession of the ball, it can be dribbled around the pitch. Pressing fire will kick the ball in the desired direction, and fire will also initiate a sliding tackle when not in possession.

The game runs fast and furiously, and the usual corners and throw-ins are evident. However, there is no provision for off-side kicks or fouls; then again, who cares?

*World Championship Soccer* is an entertaining game, with a good array of options and playing modes, but the graphics are somewhat crude and sound is spotty. Some moves are difficult to play, and the computer is more than a little biased (would you believe an Argentinian referee?).

It is fun to play, especially in two player mode, but I would seriously recommend that you try before you buy. Alternatively, if you can get hold of a copy of *Sens-Soccer*, forget *World Championship Soccer* altogether.

#### VIDCOM ASSISTANCE

Being the best art package for the C64 doesn't mean that Vidcom hasn't any flaws. Indeed it has quite a big one (perhaps). In multicolour mode, you may have noticed that you have to press the cursor left/right keys twice to move to an adjacent pixel - a pain in the arm.

Well, the following pokes (when entered with an Action Replay or similar device) should remove this oversight:

POKE 9906, 254  
POKE 9907, 254  
POKE 9908, 254  
POKE 9910, 2  
POKE 9911, 2  
POKE 9912, 2

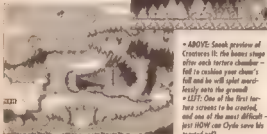
Free and fluid keyboard control should now be yours.

#### THE FLOOR IS YOURS

Are you happy with the colour? Any hints, tips, suggestions or contributions? Are you a user club or fanzine seeking publicity in which case send me a copy? Do you have anything C64-related to write about? Then drop me a line at *New Computer Express*, 30 Monmouth Street, Bath, Avon BA1 2BW.

And as the sun sets over Gerard's Bridge, I stare poetically out of the window and wonder 'Where the heck is the 3D Construction Kit?' Review (hopefully) next week.

Andrew Roberts



• ABOVE: Snatch preview of *Creatures II*: the home stage after each torture chamber - fail to cushion your chest's fall and he will splat mercilessly onto the ground!  
• LEFT: One of the first torture screens to be created, and one of the most difficult - just HOW can Clyde save his head?!

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## SPECTRUM

- Speccy game smashes the 100,000 sales barrier!
- Aladdin's cave of software on PD Super Disk
- Cheat your way to the top of the leaderboards

## ALIVE AND WELL

Here's another piece of irrefutable evidence that proves the Speccy is alive, well and very much kicking. In fact it's going from strength to strength without a rest in between. Feel free to cut the following fact out and wave it vigorously in the presence of any doubters.

The Spectrum version of CodeMasters' Treasure Island Dizzy has

sold over 100,000 copies! This is a phenomenal figure by any standards and shows CodeMasters' policy of releasing good, original cheapies is paying off.

The game has been in the Gallup All Formats Top 40 for a period of over 122 weeks! Fantasy World Dizzy has been in the same chart for over 77 weeks and Magicland Dizzy has recently been number one.

## IT'S THE CHEATING, NOT THE TAKING PART THAT COUNTS

I know from past experience that you let aren't adverse to a bit of low down, dishonourable cheating or here are some foolproof methods for achieving astronomical scores and end of game congratulations.

- **Arkland 2**  
Type MAASAI into the high score table for cheat mode.
- **RoboCop 2**  
Re-enter the keys as MUSVILE and when playing the game hold down G11 and you will skip a level.

● **Tarrius**

Hold down POW and you get 99 of everything except diamonds. Then if you guess 0 you will skip a level.

● **Radar**

Hold down SPACE and BREAK together for infinite energy.

Thanks to the over-principal Alan Johns, obviously a man endowed with immense hacking powers. As he wants in return for saving our lives in hundreds of games is for us to say hi to the guys at school. Understanding eh?

The fact that a single title can sell over 100,000 copies on our format firmly stomps all over any rumours of the Spectrum's demise. And the only reaction to that can be loud Hurray!

## BUILD A SPECCY WORLD

A few weeks ago in Express 139, Keith Pomret took a look at the long awaited 3-D Construction Kit programmed by Incentive and available from Domark.

What wasn't mentioned in the review was the availability of a Speccy version. This should be out soon, costing £25, works on 48K and 128K machines and looks completely excellent.

With this package humble and thick punters like myself with no programming ability should be able to craft superlative 3-D extravaganzas in the style of Driller or Castle Master.

The Spectrum version looks like it's able to do most things the ST, Amiga and PC ones can and to confirm it's absolute brilliance. Your Sinclair recently gave the package a 92 degrees rating and called it an "absolutely incredible piece of software."

You can't argue with that. Let's hope that 3-D Construction Kit leads to lots of independently created gaming classics that push the freespace idea as far as it will go.

It would be nice if some of these were released into the under-developed Spectrum public domain for the benefit of Spectrum owners everywhere. If you have any tips for using the 3-D Construction Kit let me have them at the usual address!

## PD SUPER DISK

The world of Speccy public domain software looks set to receive a big boost in the form of the Plus 3 Super Disk.

This is a PD compilation that fills the grooves of a Plus 3 disk with a varied collection of stuff that must have been forced in with a spoon. Including:

- a database
- a speech synthesiser
- a basketball game
- digitised images of famous footballers
- Axel F music.

The Super Disk has been put together by Lee Davis who used to run the Plus 30 user group regularly mentioned in this column a year or so ago. He plans to release a disk of his and other's PD programs every month for the reasonable sum of £3 plus disk and return postage.

I'll be reviewing his first effort soon but in the meantime you can get in touch with him by writing to 3 Hendre Close, Rhuddlan, Clwyd LL18 5YE.

Naturally, Lee is on the look out for PD donations of all descriptions to include on future disks so if you have any utilities, games, demos or routines that you'd like others to get some use from send them to Lee at the above address.

## QUICK AND PAINLESS

Problems aren't usually solved as neatly and easily as this. If you own an Alphacom III or ZX printer you'll be only too aware of what normally happens when you attempt to print out a screen using the COPY command: the bottom

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two lines of the picture spookily disappear into another dimension and don't appear on the print out.

This is an unexplained mystery that someone should tell Arthur C. Clarke about without delay.

■ The meantime you can achieve glorious full screen print-outs with the aid of the very clever Chris Moore and the following compact and busy program he's written.

Chris tells me: "The variable A, at the beginning of the program is the address where the routine is to fill in data in RAM and can vary from 24500 if this is the only BASIC program in memory to 65408 (right at the end of RAM) depending on what other routines are in memory at the same time."

The only other thing you need to know is that the program only works on 48K BASIC.

#### 10 RUN FULL SCREEN PRINT BY CHRIS MOORE

```
20 LET A = 10000: RANDOMIZE
40 CLEAR A : 1: LPT A =
PRINT 23670+255+PEEK
32871: FOR B=0 TO 127:
POKE A+B, PEEK (3756+B):
NEXT B: POKE A+2,152
30 LOAD "S: SCREENS":
RANDOMIZE US A
```

Send your pokes, tips and cheats to Robin Abery, New Computer Express, 30 Monmouth Street, Bath BA1 2BW, Ta.

Robin Abery

## PC

- Intel announces the new 586 chip, sort of...
- The darkest mysteries of DOS 5.0 explored
- Windows culture shock for WordPerfect die-hards?

#### EASE NOT HEAVY...

Those very nice database chaps at DataEase have given the chosen few sneak previews of their Windows version of the DataEase DBMS (Database Management System).

Due out towards the end of this year, the new program features user definable templates which allow existing DOS based applications to be launched as Windows applications. It will also allow images to be displayed in the Windows applications.

#### SILLY SPEEDS

Intel not content with the imminent release of its 50MHz 486 decided to try a few brains with the announcement of a new set of chips that will run at extremely silly speeds.

Intel's 1992 plans include a 66MHz 486 and the first release of the supercrazy 586. Actually, Intel never actually called the chip the "586" instead it referred to the new RISC based supercrazy chip as the i86. All code name. However, everyone knew they were talking about the 586 as

knowing winks and nudges were in plentiful supply.

Here's a few specs to water the proverbial mouth:

- The P5 has three million transistors and a greater reliance on Intel's RISC core instruction set surrounded by the logic needed to maintain backward compatibility with existing 8x86

an excellent beginners guide to Windows 3.0 published by Hypergraphics called the Simplified User Guide for Microsoft Windows 3.0.

Written by Richard Maran and presented in a large format softback containing 80 pages this guide includes such basic actions as moving files, starting an application, and saving a file.

The great thing about the book is that it is heavily reprinted towards annotated graphics rather than rambling at text, which is veritable, as the subject is a Graphical User Interface (GUI).

systems, and will push Intel over the 100 million instructions per second (MIPS) mark.

● The P5's supercrazy design, capable of handling more than one instruction per clock cycle, is particularly attractive to systems designers because it will be capable of increasing the processing power at lower clock speeds without requiring ever greater clock speeds. Running at 50 MHz, such a product would deliver power as great as 160MIPS.

#### WINDPERFECT HITS BETA

Although twice delayed, the Windows version of WordPerfect has finally entered beta testing. The final release of the long-awaited Windows version of this popular word processor is slated for

Continued on next page ▶

## AND THE BOOK OF THE WEEK IS...

So beginners who wish to save a file, for example, will be taken, step-by-step, through the process. Each step is represented by a different screen drawing, leaving the reader in no doubt as to what should be on the screen after each perilous step has been taken.

If you wish to take the Windows plunge but find the whole thing a little too daunting by this book to calm the nerves. Priced at £11.95 and available in the UK via bookshops, computer stores or from Computer Manuals.

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◀ October, according to Pete Peterson, executive vice president for WordPerfect who admits that the move from a functionally oriented program to the graphical version of WordPerfect might be "a little painful" for diehard WordPerfect fans.

"There might be some cognitive dissonance," Peterson said.

This exclamation prompted furrowed brows from attendant jurors and the intense scanning of the Oxford English Dictionary.

#### FRAMEWORK IV IN THE UK

Ashton Tate has announced the UK release of its database software Framework IV.

It offers proportional fonts (supporting up to 60 internal, cartridge and downloadable fonts per document on HP's LaserJet and DeskJet series, Canon LBP and compatibles), better access to database files and enhanced graphics capabilities (annotated graphs, improved fill patterns, etc).

Framework IV will set you back for £550. Network access packs, supporting five users, cost £995. Ashton Tate is on 0628 33123.

#### DOS 5.0 CORNER

As promised, here is the first in a series of DOS 5.0 leechy hints and tips.

When creating large hard disk partitions on systems that previously used more than one logical partition, a number of problems arise that may fool the new "user-friendly" DOS 5 installation routine.

To install DOS 5.0 and create new, large partitions, first install DOS on the system and create a bootable floppy disk (using the 'A:' floppy drive). The drives must be backed up, since creating a new partition destroys the data on the hard disk. Then boot from the DOS 5.0 floppy and run FDISK, also on the floppy, to create your new, large disk partition.

Finally, format the partitioned hard disk, install DOS 5.0, and restore your files from your backups.

After conversion, any path statement in AUTOEXEC.BAT that calls for files on the now deleted drive(s) will be unable to find the desired files. If you move your programs and data to a different drive or directory, you must change your DOS path in the AUTOEXEC.BAT file, WINFILE, and certain other files to reflect the new location of your files.

You can make these changes manually from within Windows by changing the PIF information or you can re-install Windows, which will automatically scan your drives(s) to locate Windows and DOS programs it recognizes and create program groups.

One more point: Attempting to install DOS 5.0 on to drives that were created using special partitioning software may cause problems, including the loss of data and the inability to read your drives.

If you have such software you would be best advised to scratch your existing partition and start again.

Paul Rigby

## MACINTOSH

- Faster and more reliable: the latest Apple CD-ROM
- The new generation of techno-speak in System 7
- How close to reality is the RISC-based Mac?

#### BOMBS

A new public domain game by Christer Ericson found its way on to my Macintosh a week or so ago. Called Bombs, it's based on a PC (sp?) game called MineSweep. The object is to locate all the bombs in a minefield, guided only by information as to the number of bombs adjacent to a small number of locations.

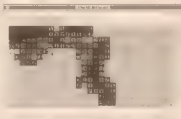
If you click on a location which is 'clear', you are then told how many bombs are adjacent to that square. If you click on a location containing a

bomb, it's curtains. You can lay down flags to mark suspected bomb sites, and the game ends when you have marked all the bombs. It's harder than sounds like, I think so, anyway.

The game is available from the 'mac/files' topic on CIX, or should be appearing at user groups and shareware houses in the near future. Be warned, though: like most apparently simple games, it's bloody addictive.

#### RUMOURS...

About three days after I submitted my last column, Apple announced its new CD-ROM drive. You may well have read about it in the main body of the magazine by now, but in case you haven't, the new machine, called the Apple CD SC Plus will cost £210 plus VAT or thereabouts, and claims a 100 per cent speed increase over predecessor.



• Bombs: a complex variation of Battleships available on CIX.

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- starting with a conjunction
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- containing no verb
- short or long
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Words may be marked as

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Compatible with both the Macintosh and the Apple II, remember those, it is claimed to offer "increased reliability." Those with any experience of the earlier model will be pleased by that - the original CD 32 had a notorious reputation for being error-prone. In fact, only the early models had the problem. Apple had built a fan into the unit which actually blew dust at the laser lens, causing all sorts of read errors.

The modification - was free from AppleCentres for a while, proving Apple's embarrassment at the problem - stimulated all disassembling the fan. So what was it in the first place...

John Sculley, Apple's Chairman, Chief Executive Officer and anything else you care to name has said that he feels that the forthcoming release of Lotus 1-2-3 for the Macintosh is a very important product.

Bill Walsh speaking at a Lotus conference and heaped praises on the new product. Apple obviously feels that 1-2-3 will help to encourage businesses to purchase Macs rather than PCs.

What Microsoft, whose Excel spreadsheet is owned by 90 per cent IBM spreadsheet users, and Claris, the Apple subsidiary which has just released its own spreadsheet, Resolve, think Mr Sculley's comments is unknown.

#### APPLE AND IBM

Also hot on the heels of last week's column came the joint announcement of things by Apple and IBM.

Although the old chestnut of multimedia came up, the most

interesting thing is the concept of a RISC-based Macintosh at some stage in the future.

Don't hold your breath too long, though: the entire operating system will have to be rewritten to take account of the chip's new command set, and you know how long it took Apple just to modify System II into System 7.

Apple's other option, of course, is to build a 68030 emulator into hardware, so that it could just plug its existing operating system code into a new machine - the emulator would translate 68030 instructions into the RS/6000's native language.

Although this would significantly

slow the machine down, reports about the power of the RISC chip involved suggest that a Mac which used this idea would still be far faster than a Mac Ili. And it would, of course, be on the market a lot sooner.

#### PRODUCT NEWS

● Cache Connection has just launched some new games: Cans, Blackjack Strategy Tester, Puzzle and Casino Master. It will be reviewing some or all of these as soon as I can get my hands on copies, but if you can't wait give Cache Connection a call on 071-407 3463. Expect to pay about £30 per game.

● System 7 will not be shipped with the

Mac Classic 1/floppy (1Mb RAM and no hard drive).

Although it is to be boxed with all other versions of the Macintosh, Apple clearly feels that it would prefer to ship a version of the operating system which actually works on the machines that it sells - there's no way that System 7 would work on a 1/floppy, so System 5.0.7 will continue to be boxed instead.

Indeed, users with 2Mb Classics report that, although they can install System 7 with few problems, it is difficult to find any application larger than TeachText which will actually run in the remaining memory.

Ian Wrigley

## POSTCARD FROM AMERICA

There are so many new features in System 7 that new words were invented to describe them. Here's a little System 7 Semantics Quiz:

#### 1) Tossling is:

- The action of a computer worm virus.
- Surfing that releases feeling to your fingers after too many late nights playing computer games.
- The result of holding down the mouse when opening a folder.

#### 2) Perfidiousness is:

- The secret of getting ahead in the marketing.
- The thing we all hate about people in marketing.
- What causes icons and windows to stay where they're put on the desktop.

#### 3) Adornment is:

- Wearing pearls with your T-shirt.
- Changing something in a subscripted document.
- What some hackers call brushing their teeth.

And the answers are:

1) c. This causes the pretentiously opened window to close, when the folder is opened.

2) c. A very annoying habit of previous systems was the bulldozing of icons on the desktop. No matter how many times we'd move them to exactly where we'd want them, they'd always return to their default position later.

3) b. One of the hot features of System 7 is Publish and Subscribe. It allows you to take text or graphics from one application (the publisher) and use them in another (the subscriber) while still having active links to the originating document. Changes in the originating document, are reflected in the subscription. Published material is called an edition. Additions to an edition are called adornments.

The trail of published and subscribed material doesn't have to be a single step. A chart from a spreadsheet might be brought into a drawing program, before it lands in a page layout program.

Dend Morganstern

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# 8833

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The Philips 8833 MkII is the perfect colour monitor for ST and Amiga owners. With its stereo sound and super quality picture it really shows off the full capabilities of the STE and the Amiga. The Philips 8833 MkII also comes with 12 months on site warranty FREE!

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**VISTO C4M £248.00**

## ACCESSORIES & RIBBONS

All of our printers come with a parallel cable to suit Atari ST, Amiga and all standard PC etc (other cables available at extra cost - ask for details). All printers carry a full 12 months warranty. We only sell genuine UK stock - we do not offer inferior 'grey imports'.

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Citizen Swift 9 (9-pin) *FREE COLOUR KIT*	£199.00
Citizen 124D (24-pin)	£209.00
Citizen Swift 24 (24-pin) *FREE COLOUR KIT*	£299.00
Citizen Swift 24X 15" (24-pin) *FREE COLOUR KIT*	£399.00

### CITIZEN RIBBONS

120D / Swift 9 Black Ribbon	£4.50
124D / Swift 24 Black Ribbon	£4.50
Swift 9 / Swift 24 Colour Ribbon	£16.00
Swift 24X Black Ribbon	£7.50
Swift 24X Colour Ribbon	£18.00

### CITIZEN ACCESSORIES

124D / Swift 9 & 24 Semi Auto S/Feeder	£39.99
124D / Swift 9 & 24 Automatic S/Feeder	£79.99
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# star

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Star LC10 Black Ribbon	£3.50
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Star LC200 Black Ribbon	£5.00
Star LC200 Colour Ribbon	£10.00
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Star LC24-200 Black Ribbon	£7.50
Star LC24-200 Colour Ribbon	£11.00

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Canon BJ10E Portable Bubble Jet	£289.00
Hewlett Packard Desk Jet 500	£399.00
Panasonic KXP 124i (24-pin)	£279.00

### ACCESSORIES

Canon BJ10E Sheet Feeder	£59.99
HP Desk Jet Epson FX Emulation Card	£59.99

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Canon BJ10E Ink Cartridge	£19.99
HP Desk Jet Ink Cartridge	£14.99
Panasonic KXP 124i Ribbon	£9.00

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## Accessories

A500 512K ram upgrade + clock	£29.99
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A500 20Mb hard disk drive	£284.49
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Amiga 6833 MkII Lead	£2.99
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## 512K Ram Upgrade with Clock

We are now stocking the new PHOTAR 512K RAM UPGRADE WITH CLOCK. The neat, compact 4 chip design comes complete with box, instructions, on/off switch and a full 12 month warranty.

PHOTAR 512K Ram with clock £29.99

We also have limited stocks of the genuine Commodore A501 512K Ram Expansion, which we are offering at the ultra low price of:

A501 512K Ram with clock £39.99

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# LYNX

## Games Console

The Atari Lynx is a superb full colour hand held games console using plug-in cartridge games. The Lynx can be used with either batteries or a mains power supply unit. All our Lynx machines come with instructions and are available with or without mains power supply unit and co-lynx cable.

Lynx Console Only	£79.99
Lynx Console + PSU	£84.99
Lynx Console + PSU + Co-lynx	£89.99

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War Birds	£23.99
Paperboy	£23.99
California Games	£23.99
Block Out	£23.99

Ultimate Chess ~~£29.99~~ £27.99

# ATARI STE PACKS

ALL ATARI STE PRICES INCLUDE VAT AND UK DELIVERY. ALL PRODUCTS CARRY A FULL 12 MONTH WARRANTY. PLEASE RING US BEFORE ORDERING TO CHECK STOCKS AND CURRENT PRICES.

	512k	1mb	2mb	4mb
<b>ATARI STE STANDARD PACK.</b> consists of the computer with mouse, tv lead, manual and all connecting leads etc. The Standard Pack is supplied with NO software.	£289.00	£319.00	£349.00	£429.00
<b>ATARI STE DISCOVERY 1.</b> consists of the Standard Pack and STOS, First Basic, NeoChrome and 4 games (Carrier Command, Space Harrier, Outrun, Bomb Jack)	£299.00	£329.00	£359.00	£439.00
<b>ATARI STE DISCOVERY 2.</b> consists of the Standard Pack and First Basic, ST Tour, NeoChrome and 4 games (Dragons Breath, Super Cycle, Indiana Jones, Anarchy)	£299.00	£329.00	£359.00	£439.00
<b>ATARI STE TURBO.</b> consists of Standard Pack and STOS, Hyperpaint II, Music Melker II, First Basic and 8 games (Indiana Jones, Dragons Breath, Blood Money, Impossible Mission II, HKM, Anarchy, Outrun and Supercyclet)	£309.00	£339.00	£369.00	£449.00
<b>ATARI STE TENSTAR.</b> consists of Standard Pack and Asterix, Chess Player 2150, Drivin Force, Live - Let Die, One Knight, Ploemienis, Risk, Dangerous, Rock n Roll, Skweek and Trivial Pursuit II	£309.00	£339.00	£369.00	£449.00
<b>ATARI STE POWER.</b> consists of Standard Pack and also 20 top selling arcade games. Due to lack of space, it is not possible to list the games. Please phone for details.	£309.00	£339.00	£369.00	£449.00
<b>ATARI STE CURRICULUM.</b> consists of Standard Pack and also 3 levels of educational software from 5 yrs to 60 yrs FI a word processor, a spreadsheet, a database HyperPaint and Music Melker II software.	£319.00	£349.00	£379.00	£459.00

# AMIGA PACKS

ALL AMIGA PRICES INCLUDE VAT AND UK DELIVERY. ALL PRODUCTS ARE UK STOCK AND CARRY A FULL 12 MONTH COMMODORE WARRANTY. PLEASE RING US BEFORE ORDERING TO CHECK STOCKS AND CURRENT PRICES.

<b>AMIGA A500 BASE</b> A500 computer, mouse, tv modulator, manuals, Workbench, etc supplied 'bare' with no games software. * STOCKS VERY LIMITED - SO HURRY *	£299.00
<b>AMIGA A500 BASE 1MB</b> A500 computer with extra 512K ram expansion, mouse, tv modulator, manuals, Workbench, etc supplied 'bare' with no games software. * OUR RAM EXPANSIONS DO NOT INVALIDATE YOUR WARRANTY *	£325.00
<b>AMIGA A500 ASTRA</b> A500 512k computer, mouse, tv modulator, manuals, Workbench, etc supplied with 10 great software titles (see A500 1MB ASTRA pack below for detail)	£325.00
<b>AMIGA A500 1MB ASTRA</b> Amiga A500 computer, 512K Ram expansion with clock and battery back-up, mouse, tv modulator, manuals, Workbench etc disks, plus the ASTRA 10 games pack including the following games: Datasstorm, Dungeon Quest, E Motion, Grand Monster Slam, Kid Gloves, Powerplay, RVF Honda, Shuffle Puck Cafe, Soccer and Tower of Babel	£350.00
<b>AMIGA A500 1MB CARTOON CLASSICS</b> Amiga A500 computer, 512K Ram expansion with clock and battery back-up, mouse, tv modulator, manuals, Workbench etc disks plus the following top selling software titles: Lemmings, The Simpsons, Captain Planet and Deluxe Paint 3	£359.00

## HAVE YOU BOUGHT AN AMIGA FROM US ??

If you have, and you would like the opportunity to purchase the software from the new A500 CARTOON PACK, then simply ring us with the invoice number on which you bought your Amiga. The CARTOON SOFTWARE PACK comprises of Lemmings, The Simpsons, Captain Planet and Deluxe Paint 3 and is available to our Amiga customers for only £ 49.99 inclusive

## AMIGA 1500 PACKS

	1mb	3mb	5mb	9mb
<b>AMIGA A1500 BASE</b> A1500 computer with 2 x 3.5" 800k disk drives built in, and a mouse. The A1500 base pack is supplied with no software.	£599.00	£795.00	£875.00	£1000.00
<b>AMIGA A1500 SOFTWARE</b> consists of A1500 base pack and Platinum Works, B Paint 3, Populous, Simm City, Battle Chess, The Finest Hour and 2 books	£655.00	£850.00	£930.00	£1055.00

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# WHOLE WIRED WORLD



The world is your oyster and Steve Gold finds the pearls: Toshiba adds three new portables to its range, the European Commission investigates corruption in the floppy disk market and Wordperfect users get to build soft fonts with Laserjet's

## BORLAND BUYS ASHTON-TATE

Borland has moved quickly to acquire fellow, but struggling, software producer Ashton-Tate. Under the terms of the agreement, which was approved by the boards of both companies in mid-July, Ashton-Tate shareholders will get \$17.50's worth of Borland shares in exchange for their shares in A-T.

So what does this mean for Ashton-Tate and, perhaps more importantly, for users of its software? In a word—continuity. A-T has been struggling for some time. But Borland has been doing phenomenally well in the software stakes, taking on the likes of Lotus and Microsoft and in many cases, has won.

A-T is best-known for its dBase database software. Borland, meanwhile, has been signing up third-party companies to license its Paradox relational database software engine. Paradox is big news at the moment, so the joining of A-T's dBase technology with Borland's Paradox represents a major step forward for database software users.

## EC INVESTIGATES FLOPPY DISKS

The European Commission (EC) has started a major investigation into the price of 3.5-inch floppy disks after several European manufacturers complained of dumping products in Far Eastern markets.

If the EC finds against the Far Eastern suppliers, then a tax could be levied on disks, forcing prices up. According to Rhone-Poulenc of France, Booder of Germany and Computer Support plus Beatech of Italy—Chinese, Taiwanese and Japanese suppliers are supplying large quantities of

In San Francisco, US district court Judge Fern Smith has ruled against Nintendo America in its copyright infringement suit against Lewis Galoob Toys' 'Game Genie' video console add-on system.

Nintendo had originally argued that the system, which Galoob calls the 'world's first and only video game enhancer' infringed its copyright.

The enhancer allows players to freeze and peek/poke games on the Nintendo so that the game can be slowed down, frozen and infinite-lives can be entered. All levels of each game can also

be explored. In a statement from the company's Washington offices, Nintendo said that Judge Smith's written order and decision will be issued in the near future.

Pending that order, the judge has modified the preliminary injunction to permit Galoob to begin manufacturing the Game Genie system. 'Galoob is not permitted,' Nintendo's statement added, 'to promote or distribute Game Genie until the order and decision has been issued, so that Nintendo can determine whether to seek a stay of the decision from the 9th Circuit Court of Appeals.'

Nintendo vice president Howard Lincoln is quoted as saying that his firm continues to believe the Game Genie product 'infringes valuable Nintendo copyrights,' adding, 'Nintendo anticipates that it will appeal Judge Smith's decision to the 9th Circuit Court of Appeals once its attorneys have studied the court's written opinion.'

Galoob is reported to be jumping for joy over the court's decision. Plans are in hand to boost production of the video game enhancer for sale overseas. Watch this space.

3.5-inch disks which are surplus to requirements at cost and even below cost, on to the European market.

BC disk suppliers had complained that imports from the Far East tripped between 1968 and 1990 after prices were cut in half. As a result, they allege that the Far Eastern suppliers' market share jumped from 31 per cent in 1968 to 44 per cent in 1990.

## PC INTERFACE FROM SONY

Sony unveiled its most major new product at the PC Expo show in New York last month—the VCR system.

Vbox is essentially a black box that sits between a PC and audio-visual devices, and allows the PC to control most, if not all, of the audio-visual device's actions.

The idea is simple—to allow PC users to drive their camcorders, video recorders, Compact Disc and other electronic gizmos using their PCs. Video images can be edited on the PC and then saved to the VCR as required.

VBox will save the annoying frame

after you get when editing a video tape without a VCR with flying erase heads.

VBox, along with several applications packages, will be released this Autumn in the US. Plans call to release the system on the east side of the Atlantic early next year. No pricing details have been released yet, though the system is aimed at budget users.

Contact: Sony Computer Peripheral Products, 655 River Oaks Parkway, San Jose, CA 95134. United States Tel: 010-1-408-432-0190.

## TOSHIBA'S NEW PORTABLES

Toshiba's US operation has added three new machines to its T2000 portable range. The three machines are the T2000SX, the T2000SX and the T2000. All three machines fit the scales at seven pounds and feature a slide-it, black and white VGA compatible display.

Other features include a 3.5-inch floppy drive plus a new-style 86-key keyboard. The T2000SX is built around Intel's 286MHz 80386SX microprocessor and comes with 2Mb of RAM and a



• Toshiba has added three new portables to its range—new features include a 3.5-inch disk drive, a new style keyboard and a built-in Intel 286MHz microprocessor.

choice of 40 or 60Mb hard drives. Pricing has been set at \$4,199 and \$4,499 respectively.

The T2000SX, meanwhile, is similar except that it features a 16MHz 80386 microprocessor and just 1Mb of RAM. Hard disk options are 20Mb (\$3,299), 40Mb (\$3,749) and 60Mb (\$4,049). The third model is less state-of-the-art in the microprocessor section, being based on a 12MHz 80286 microprocessor. A single-floppy machine costs \$3,149.

Toshiba has made some major improvements to the T2000 series. The machine's casing is around 30 per cent thicker than previous Toshiba machines and the batteries are nickel-hydrate batteries lasting an extra 50 per cent compared to re-call units. The battery on the basic T2000 is a standard Ni-Cad.

Expect to see these machines in the UK in late August/September, though shipments could take a little longer. Based on previous experience, watch out for the G15000 to be released in the UK in the third quarter of this year. ■

## WORDPERFECT GETS A LASER FACELIFT

Wordperfect's 5.0 software package is a word processing package that has been around for a long time, but it's time to believe

The package is good, but sometimes you find that it's not quite what you need. The capabilities of its laser printers are the package. Enter Facelift, a 286 Duxbury Courier package that will give you a new look.

The software allows Wordperfect users to build soft fonts on the fly. The new Hewlett-Packard Laserjet family of printers.

Wordperfect's 5.0 software package is a word processing package that has been around for a long time, but it's time to believe the package is good, but sometimes you find that it's not quite what you need. The capabilities of its laser printers are the package. Enter Facelift, a 286 Duxbury Courier package that will give you a new look.

Contact: 010-1-408-432-0190. United States Tel: 010-1-408-432-0190.

• Wordperfect gets a facelift—special new build soft fonts for Laserjet printers.





# CIRCUIT CITY

What do all the techno-terms, often used by people in the computer industry, mean? This week Tim Howell and Keith Pomfret go jargon-busting

## OPERATING SYSTEMS - WHAT MACHINES THEY WORK WITH

System	machine	MSDOS	PC
CPM	Amstrad CPC/PCW and older 8-bit business machines	PeDOS	PC
AmiDOS	Amstrad CPC	DR/DOS	PC
TOS	Atari ST	AmigaDOS	Commodore Amiga
DOM/SDOS	AmigaWare	RISCOS	Archimedes and A3000

The computer world has the lion's share of acronyms, abbreviations and technical terms. It also has more than a world's share of languages.

To a newcomer, this sea of jargon is probably more of a deterrent than all of the hardware and software put together. We've kept a list of the questions that come up on a regular basis and this week we're giving you explanations of those techie terms and languages.

When you buy a computer, even if you intend to do no more than run applications, there's always the thought of writing a program. Most personal computers come with BASIC and programming in BASIC is as far as many programmers get. Many other fine languages are thus ignored, such as:

**BASIC** is an acronym for Beginners All-purpose Symbolic Instruction Code. In a lot of 8-bit machines, it is built into the machine on a microchip. Most other machines offer BASIC as part of the package as software to be loaded from disk.

**BASIC** is easy to understand and debug, because the operations are described in English and it uses self-explanatory key-words such as GOTO, NEXT and RUN.

**ALGOL** is another acronym and stands for

Algorithmic Oriented Language. It is out of fashion nowadays, but was a popular number crunching language in the 1960's, especially with maths and scientific mainframe users, but is a money on the desktop.

**Assembler** A low level language that uses individual mnemonics to work one to one with machine code instructions. It is a low level language, only one step up from machine code and not for the faint hearted. Most commercial games are programmed in Assembler.

**COBOL** Combined Business Oriented Language. One of the oldest, developed in the late 1950's biased towards applications rather than number crunching.

**FORTRAN** FORMULA TRANSLATION language. The most common and popular of all the mainframe number crunchers. Still popular with programmers' writing for power machines.

**C** A high level language much in vogue. C allows a freestyle approach to programming that can make for some innovative programs, but it requires a disciplined programmer to make the best of it.

**Machine Code** The most basic of all the languages. This one bears no resemblance to the real world and instructions are in hexadecimal. In real terms no-one programs directly in machine code, most games programmers choose the more friendly Assembler.

**Pascal** is a high level language, similar in some ways to the popular C, but much more structured. By insisting on a disciplined structure Pascal (named after a French mathematician of the same name).

There are many other specialist programming languages available and an article this short can't hope to cover them all.

## FROM A TO M - WHAT ALL THAT JARGON ACTUALLY MEANS TO YOU

**A** Listen to a pair of technicians talking and you could be forgiven for thinking that they're speaking a different language. It's not really that difficult to follow if you have a few clues to help you. This week we'll review the first half of the alphabet.

**BAAT** - British Approvals Board of Telecommunications. The body that decides who can plug in what to the phone lines.

**CAD** - Computer Aided Design. Tools to help with the design and architectural building, architecture, etc.

**CCITT** - Consultative Committee International Telegraph and Telephone. The body which decides the language and rates of telecommunications protocols, including telephone systems and modern fixed rate standards.

**CISC/RISC** - Complex Instruction Set Computer/Reduced Instruction Set

**Computer** A CISC machine is a fast and powerful machine on an advanced chipset. A RISC machine is similar but it has fewer instructions, increasing the throughput and frequency of what it does.

**CMOS** - Complementary Metal Oxide Semiconductor.

**CPU** - Central Processing Unit. The brains of every computer. Through which the computer controls and monitors other devices, its memory and sound chips.

**EPROM** - Erasable Programmable Read Only Memory. A chip that can be programmed, erased and reprogrammed.

usually used for pre-programmed operating systems or in cases where the ROM needs to be upgraded every so often. Also an affordable way for hobbyists to create ROM systems.

**GIGO** - Garbage In Garbage Out. An early term used in computing, referring to the spew of errors that were put in and came out of early computer systems.

**GUI** - Graphical User Interface. A way of controlling your computer through the use of pull-down menus and a pointing device. It uses windows and graphics to control and give feedback on what is happening in the machine.

**HEX** - Hexadecimal notation. A system of numbers and letters, often used for inputting programming commands. The system runs from 0 to F, plus the letters A to F - a base 16 system of counting.

**I/O** - Input and Output. A way of referring to the way information is distributed and used within a computer. This can include digital information within the computer itself, or from the hardware interface ports such as output to a printer, input from a modem.

**IPSS** - International Packet Switch Stream - a telephone line data transfer protocol which encapsulates the data into discrete packets for transmission.

**ISBN** - International Standard Book Number. The catalogue listing system of books and publications.

**LED** - Light Emitting Diode. Another electronic way of displaying information, not so much as display screens, but as lights. The power light on your computer is probably an LED, as is your floppy drive or hard disk indicator.



**IC** - Integrated Circuit. In other words, chip. The fundamental components of your computer, performing many of different functions. They also look like black bits of plastic with legs.



**LCD** - Liquid Crystal Display. A display which uses crystal cells to depict text and graphics. Often, black on white, or vice versa, although colour LCD screens are becoming popular. Most calculators have mono LCD screens, while games consoles like the Atari Lynx and Sega Gamegear use colour LCD screens.

**LOGO** - A high-level computer language, involves moving and using a little to draw graphics. LOGO is often used in education as a friendly way of introducing children to computers and programming.

**LSI** - Large Scale Integration. A microchip architecture, managing to fit millions of instructions into a chip.

**MDI** - Musical Instrument Digital Interface. A system to control and program electronic musical instruments.

**MODEM** - Modulation/Demodulator. A device to transmit computer data over the phone lines. The modulator converts the data to audio tones and the demodulator on the modem at the other end converts the audio tones back to computer data.



**OTP** - Desk Top Publishing. The publishing of cards, magazines, newspapers and other documents using a computer and a printer.



# TECH TIPS

Do you want your character stripped to the bone? Does your PCW need a serial port in a storm? Need 128 on-screen colours on your Spectrum? Read Keith Pomfret's Tech Tips

## HELP Text stripper

When I import text files from a word processor on the PC, there are all sorts of extra characters on screen and lots of carriage returns that aren't needed. How can I get rid of these characters? Is there a way to avoid having these characters in the first place? What about the carriage returns - can they be globally disposed of while leaving the ones that I want to keep?

Incidentally, the ones that should be kept occur in pairs while the 'spare' ones are single.

This may seem like a trivial query, but I have over 200,000 words in reports on PC files that need converting. A simple 4,000 word report took me the best part of a morning to sort out. If I can't get the problem sorted out myself, I will have to go back to the PC and that will never do.

Martin Farney, Gateshead

If you haven't the advanced facility, you'll have to work out (possibly by trial and error) which key combination gives the letter which you need to replace and do that way. Replace the letter with nothing and you have solved that problem.

Get rid of the extra carriage returns: replace the double returns with a pair of letters that don't normally occur together (QQ is a good example), and then remove the remaining returns in the same way that you removed the extra characters earlier.

Replace the QQ characters with single carriage returns and the job should be done.

Another alternative if you still have access to a PC and the word processor that the files were created in is to load the document back into the package it was created in.

The extra characters that you are finding on the line are probably spaces added as a result of text justification. Get rid of justification and any other intelligent formatting and save the file as ASCII text. Re-import this into the new word processor and you should have clean text without any of the problems that you mentioned.

connect it to the edge connector on the back of the PCW.

There are a couple of serial expansions available from most computer dealers that stock the PCW. Look out for one that includes a parallel port too as this allows you the luxury of adding different printers to the PCW and will enhance the printed output.

## TIP Turbo Spectrum

My friend Alastair has written a Zilog 80 machine code prog which so far can display 128 colours on-screen at the same time!

The program is top secret. This is four times as many colours as the A500. The program is still in an experimental stage and we are trying to find out how to set 4096 on-screen.

The colours are very good, but as you get more and more on screen they start to flicker.

When we say 128 we mean including bright. I will be interested to know if you believe me. It will certainly be a laugh to see the trusty 48K showing 128 colours!

Adrian Dittmarson, Cambridge

WE APPLAUD your disk utilisation techniques, but in order to guarantee that the job is done, you should completely fill the disk with known files then verify each and every file against a known copy of itself.

This will prove that the disk has had each file without corrupting it. Do this twice for each disk but seriously, ask yourself whether with disks costing only a few pence each, taking a new unused format is a waste idea.

Why not combine your TV idea with the current EastEnders series? Imagine how much a Next machine would improve Dol Cotton's living room as how Ian Baile's productivity could increase with a Mac.

Lead by example, that's what we say and even now, a mainframe is trundling up the M6 on the back of a low-loader bound for Alf Roberts' shop.

## HELP Many things

I have an Atari 520STFM upgraded to one meg, and a Syquest III 80 removable hard drive which I use with an Emac II sampler. My question(s) is:

- Can I connect the HD to the Atari?
- Can I connect the HD to the Emac and have the Emac connected also? I hoped to be able to switch from one to the other by just switching cartridges (HD is standard SCSI).
- What cables do I need?
- What software do I need?
- How much will it cost?
- Where can I get it?

Another question. My Atari has been upgraded to one meg (by the previous owner), but I need to upgrade to at least two megs. How can I add in the extra memory?

And finally, my last query. By now I'm sure you've guessed that I use my Atari for music. My problem is that I need to move the keyboard around a lot.

Not much fun with an Atari. What I need is a PC style keyboard. Rather than buy an expensive kit like the Lighthouse Tower, I have obtained my old Atari case and keyboard.



Using a word processing package like Pretext Switch has a search and replace facility, you can get rid of extra characters.

YOU HAVEN'T mentioned what machine you are attempting to import the text files into, but more importantly, you haven't said which word processor or DTP package you are using on either machine so any answer I give will have to be generic.

In order to get rid of all the extra characters, you will need to use a word processor with a search and replace option. If it is an advanced one it will have a facility to allow you to highlight a letter or string of letters and then save that letter or letters using a cut facility.

You should then activate the search/replace function and paste the letter in.

## HELP PCW modem

A PCW that I bought had over 100 disks of software and assorted test files with it.

One of the programs is MEX. The documentation that is on the disk with it describes it as a very powerful suite of communications software for CP/M machines.

To get myself on-line, I bought a second-hand Hayes compatible modem, but I can't find anyone who will make me up the lead necessary to connect the modem to the PCW.

The documentation is scanty, but it looks like the modem must plug into the edge connector at the back (it surely couldn't plug into the printer port... could it?)

Munel Walsh, New Romney

THE PCW doesn't have a serial port as such so you can't directly plug a modem into it. What you'll need to do is buy an expansion box that has a serial port and

GOOD LUCK to your matey Alastair and we'll be waiting with bated breath to see the enhanced version with eight channel Hi-CAM sound and a built-in disk drive and pizza oven.

## TIP Bigger disks

I have found a way of getting 959488 bytes out of a double sided, double density disk on the Atari ST without the risk of data loss. Using a disk formatter, you must select 85 tracks, 11 sectors, and 5 interleaves.

I have tested this by copying files on to a disk formatted like this and deleted them and it has worked every time.

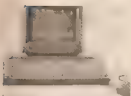
By the way, you can tell Michael Checkland at the Beeb to put a decent computer programme on in place of Eastenders.

Gareth Haspel, Telscombe Cliffs

The keyboard and its board and chips all seem fine. I was hoping to cut the case to a PC size and seal it, and connect it to my Atari. My question is:

- Can it be done?
  - How can I do it?
- I would prefer to be able to use both keyboards, but I would probably only use the mouse and footswitch from the original Atari.

Val Wallace, St Helier



\* The ST comes with one keyboard, but adding a second one shouldn't prove difficult.

REGARDING your question as to whether you can connect the Stylus hard drive to your Atari, the simple answer is that you can't. The Atari doesn't come with a SCSI port as standard and while you might be able to get one for it, the added expense might not be worthwhile. There is bound to be a less orthodox way of hooking the two together, but again, the cost in terms of time, effort and cash outweigh the benefits.

To upgrade your Atari's memory.

## TIP From King of the Castle

Remember me? Yes the SYSOP of the 'King of the Castle' the bulletin board is still going, still on the original times, but I am no longer running on Buldog.

I switched over to ROS about a year ago, I still have Buldog, but found it was getting slow, mind you I still like it, but ROS is FASTER!

Anyway I thought I would drop you a line to give your users some information on two items computer related that have come to my attention.

I notice that in one of your recent past issues of Express in the ST section, I believe Andy Hutchinson made references to the RAM upgrade from FRONTIER as being a good purchase, but I'm not so sure Atari was of the solder MML types, and I had to cut the ribbon cable, and solder each wire either to a resistor or leg of a memory chip.

The soldering side is not one to be undertaken by an amateur, (and I am not the best solderer by any means), but I succeeded and my Atari was now a one meg machine.

However problems occurred, and I had trouble getting 'Dungeon Master' & 'Chaos Strikes Back' to FORMAT disks within software, anyway to cut a long story short, I had to return the upgrades to Frontier for testing, they said they'd replace it.

It still failed to format, next I took it to Microsoft (since the disk was faulty), but it passed fine on a 512 Kb STFM. Finally it turned out to be the RAM upgrade was incompatible with both items of software, and after Frontier had kept my machine for over 2 weeks to try and fix the problem, they admitted defeat and gave me a full refund of my money.

So the FRONTIER upgrade is NOT 100% compatible

get in touch with Ladette Computing in Preston on 0772 303196

As for your final question, it is possible to connect another keyboard to your STFM, but be warned that as soon as you take the case apart you will immediately have a headache you have on your machine. And if the warranty period has expired, be extra careful we can't be responsible for what may happen if you follow these steps. Remember that whenever you take apart your machine always be sure the power is turned off.

Hooking up the keyboard should be pretty straightforward, as long as you take note of a couple of things: The old Atari case and keyboard should be alright to use, but the old keyboard must be removed from the motherboard which is below it. Don't think of cutting the motherboard to make it smaller, if you don't want it there then just take it out, taking care not to upset the keyboard connections.

Connecting the keyboard cable to your main computer should be a matter of joining the appropriate wires, but because the STFM has a special keyboard controller, it can't handle having both keyboards connected at once. To get around this, add a switch between the new keyboard and the connection on the motherboard. This will let you use only one keyboard at a time, but then you don't really need to use both at once, do you?



## Monitor magic

Can you tell me if there is any way I can connect an Amstrad 9512 monitor to an Amiga? If there is - where can I have a lead made for it?

John Sinclair

THE AMSTRAD 9512 paper white monitor can be made to work with an Amiga, but it's not as simple as connecting a lead. The composite mono output on the Amiga provides a signal that can be connected to the 9512 monitor, but only internally.

What you'll need to do is get a competent computer repair company to attach a connecting cable to the monitor internally terminated with a phono plug to connect to the Amiga. A switch would be necessary to enable the 9512 monitor to be used either from its own internal circuitry or from the external Amiga.

If you can't find a firm locally that will take on the conversion you could try Simpson Electronics on 0332 760333.



## Hard driving

Please could you help me. I have recently been lucky to come by a NEC hard disk (model number LR62937 - I think) and was wondering if it was possible to connect this to my Atari ST. I think it should be, but I am not

with all software! However I now have the Evesham one and all seems fine on all software, but there are more to my tales of woe, but not for publishing, deep into the BBs and I will fill you in on that.

My second user info, is that I discovered a bug in Domark's 3D Construction Kit, that affects all Atari STFM users who have a v1.2 TOS operating system, the problem there is that if they use the SAVE DATA option, remove the MASTER DISK and insert a blank disk to save the data, and then when it's done, re-insert the MASTER DISK the Atari loses track of the directory structure.

In other words it doesn't recognise the disk has been changed. I reported this to Incentive and they have tried it on a v1.2 and have agreed this is a bug, and on return of my MASTER DISK to Paul Gregory of Incentive (Tel No: 0734 817288) they amended the bug, returned the disk to me by next post and even refunded the postage, that is what I call excellent service - thank you very much Anita Walker (Admin Manager at Incentive).

If any users have 3D Construction Kit and are not sure which version of the TOS they have on their machine they can ring my BBs (20-00 to 8-45 any night) and can download a utility which will give them the necessary information.

Chris King, Ashford

THANKS FOR THE TIPS. Chris, it's good to see the bulletin board still flying high and using the whizzoo ROS software and it's only remains for me to say that anyone who has a modem and doesn't visit the King of the Castle BBS should be taken out and shot. There. How's that for a plug?

sure what connections I have to make to get it working properly. Also, I think there should be a little battery situated in the centre of the circuit.

I also own an Apple II computer on which I run WordStar, but so far I have had no success in printing out from my Epson printer - it just jams up. What could the problem be? By the way, I think your column is brilliant - a great addition to a good magazine.

Tim Stundell, Anglesey

YOUR HARD DRIVE isn't STE compatible at all so you may as well find some PC owner who has a compatible controller card and would like to give it a good home.

Your problem with the Apinot and Wordstar is possibly the driver software. Load up and run any program that you know has an Epson driver and try to print from it. If it works, your critic's OK. If it doesn't, get your cable checked and try again.

Once you've persuaded the printer to work with the machine, it's a matter of finding the appropriate driver software. It may make it work properly, it may be available from your usual supplier, the PD and Shareware libraries are the place to look. If you've a modem you could check out Express On-Line too.



## Mega noises

I've got an occasional problem with my Mega 1 ST. It concerns the internal disk drive. The noise it makes has always been a lot more than the emanating from my external drive, but recently the motor has tended to 'click' after loading up the required program or whatever.

Even if I activate the B drive, the A drive light stays on. I saw an advert recently for a replacement 'original equipment' drive, but I am wondering where the problem lies. What do you advise?

With a hundred million thanks in advance as I've always been a firm believer in the adage that a little grooming gets you everywhere, I am,

Angie Davies Boleford

STOP RIGHT THERE. Don't try anyone else. Take your machine to a reputable dealer/repairer and tell them it's making expensive noises. It is better to spend a few bob on a diagnostic check now than risk a large bill later. If equipment is making unusual noises there is probably something wrong with it. ■

Write to Keith Pontret, Tech Tips, West Cheshire Dispatch, 30 Moorhouse Street, Bath BA1 2BW.

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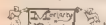
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**FOR SALE** UK gameboy pack with Double Dragon, Lone Light, Tetris etc. 6 months old, £75 (boxed). Also Pump and F16 Falcon for Amiga £150 each. Phone 081 591 7456 after 6pm and ask for Kivinen

**GAME GEAR** + 2 games. £150. Mickey Mouse + Shinobi. Famicom + 7 games. £420. Phone 0202 894309. Ask for Kester

**AMIGA PD!** Over 300 titles, each available for the cost of a 5 disk disk. Send SAE for details to David Hopkins, 20 Penwood Road, Delabole, Cornwall, PL33 9AT. Envelope a disk for a free demo

**AMIGA 500** expanded to 2Mb, some software, boxed with modulator and leads, only £275. Sega megadrive with nine top quality games. £250. Phone 081 594 1826

**NEW** Fanzine! Console Crazy! Full of news and reviews, plus Virtual Reality section! Only £80p. Write to 28 Watergate Lane, Woburn, Bedfordshire MK42 0ES. Cheques and postal orders payable to "CC" 60p

**SCART** Famicom + 7 top games, for only £420 + £100 (jackpot) tax machine only £180. Phone 0202 894309. Ask for Kester now!

**GAME GEAR** with Mickey Mouse and Monaco GP £80. Also Game Boy with two player lead, Tetris and Hyper Lode Runner. 0533 870379. Ask for James

**SEGA MASTER** system boxed and in excellent condition, with control pad joystick light chaser rapid fire unit and 10 games. All for £75. Phone Tim on 081 464 2104

**PC ENGINE** handheld with one free game! few months old but in good condition. £220. Phone Jason weekdays after 6pm. Tel 081 6734443. Commodore 64 also for sale

**MEGADRIVE** for sale inc Alienated Beast and Thunder Force games. Japanese and English carts. Phone (0722) 326057 £110

**MEGADRIVE** for sale with two games. Runts, both English and Japanese games. £110 inc p.p. Also other games for sale, Vals 3, Mickey Mouse, Sinder, £25 each and Ghost Busters £18. Phone (0722) 326057

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## ◆ PRINTERS

**WANTED** Packard Desktop/Desktop Plus. Desktop 500. Swap for Olympus CM40 camera outfit, values at £250 by camera shop. 2xV 2 1/2 inch motor wind, motor noise 28-70mm and accessories. Excellent working order. Phone 0775 375496

**AS90** 20 meg hard drive with 3 meg RAM + Amiga 500 with 12 meg RAM expansion + 2nd drive, mouse (wired), software + Golden Image hand scanner offers around £650. Phone Mark Basingstoke. (0256) 812199

**LAZER** Pro - over 100 Amiga PD titles from 35p each. Send stamped self addressed envelope for list or blank disk and SAE to: Lazer Pro, 57 Adamiwallie Drive, Blythe Bridge, Stoke-On-Trent. ST10 9HL

**PRINTER** Honeywell CO 34, 9PIN DM wide contractor with lead, will work with Amiga £75. Tel Dave 0482 572244. Hull after 6pm

**AMSTRAD** LQ3500 printer, complete with M.O.2 Database manager disks. Hardly used. £140. Wordstar £152 disks. £20 Various software, linker, original disquettes, various prices. Phone Philip 0245 491827 weekdays/evenings

**SIEMENS** 3100, 24PIN DMP IBM and Epson Emulation £300. Tel 0264 365784 after 6pm. Ask for David

## ◆ MONITORS

**SCART** to Atari monitor/TV lead. New £6 Joystick/mouse extender cable. £3.50 wanted HP desktop cartridge. Will pay £2 to callers. Tel 0529 304221

**GREEN SCREEN** monitor off a BBC only £10. Tel Dave after 6pm on Hull 0482 572244

**MICROVIEW** RGB 14" £100 a.n.o. Tel 0760 755402

**WANTED** Who Cares Wins for Amstrad disk or tape. Ring Doncaster 872707 after 8.30pm or write to Mr Van Leeuwen, 15 Milgate, Bentley, Doncaster, DN5 0DJ

**CONNECT** the ultimate pools system. IBM compatible. A system for any budget. From £1.09 to £250.88. Yearly registration, £11.50. How do you -> yours. Free information disk, send large SAE. E. J. Hallinan, 306 Dallow Road, Luton, Beds, LU1 1TD

**WOW!** Spectrum originals for sale. Hundreds of games from old to new. Turtles, Golden Axe, Chase HQ, New Zealand Story, Rainbow Islands. Prices from 50p to £5. Interested. Call Ian (1 Kileigh) 0236 823 245, after 4pm on 5.30pm.

**PC HACKERS** pack, 100's of unprotects, virus, kill assembler/disassembler, copier, decompilers etc. Only £15 for 10 full for £147 disks plus £1 p.p. 37 Devon Place, Newport, Gwent, NP9 4NW. Tel 0833 255847. Not for piracy

**LATEST** Amiga 1500 with software pack, monitor, joystick, magazines and extra software, worth over £260. All mint condition, still complete for £750 a.n.o. Phone Blackpool (0253) 627387, after 6pm.

## COMPUTERS

Best price or 1 dealt on Home use. Business, Academic, Atari ST, Commodore, Amiga, IBM, etc. Also, 386, 486, Pentium, etc. Also, 386, 486, Pentium, etc. Also, 386, 486, Pentium, etc.

FAST MAIL - ANSWER MC'S - PHONES - FAXES - £4.99. Blank disks 5 1/4", 3 1/2" 3"

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**PHILIPS** MC 8833 MK1 monitor for sale. Excellent condition, only £175 plus postage. Price includes ST Scart lead and monitor cover. Just perfect for those ST games. Tel 0256 843690

## ◆ SOFTWARE

**PC SHAREWARE** £1 disk +pp over 2000Mb largest and best Latest top Anglo American titles. Best value. Send 2 first class stamps for easy menu driven catalogue disk. 37 Devon Place, Newport, Gwent, NP9 4NW 0633 255847

**AMIGA** software for sale. Eye Of Beholder, Wonderland, F19, Majinette, £12 Falcon, F29, £10. Bored originals many more. SAE for list consider swaps, especially DTF. Word Pro - Lemmings, White Dwarf, 37 Muirfield Avenue, Swinton, Mxborough 1 Yorks. S64 8TF

**AMIGA** games for sale or swap. Sim City, The River, Hot Spot, etc. Also, Awesome, Phone Nick 0247 582471. Also Chetah 126 - joystick, Amiga desktop video guide by Abacus. Deluxe Paint II. All game box.

**FOR** the BBC Dumbak 3 ROM, £12. Wordwise + ROM 20 Lamp WW, £8. WW, Programming Ideas £8, Wordwise III, Chess Database £12, Replica III and Score Writer £30. Tel 0282 (Padham) 74313

**FOR** the BBC AMX mouse with original art package, AMX disquette, AMX utilities, AMX Freemake. All for £70 or will split. Tel 0282 Padham 74313.

**SHAREWARE** for Windows, hundreds of titles, games, screen utilities, disk, file, memory, utilities, icon editors etc. £1 disk +pp. Send SAE for list. 37 Devon Place, Newport, Gwent, NP9 4NW. Tel 0633 255847

**AMIGA** software (boxed originals). Supercars £6, Future Wars £6, Rick Dangerous III, Switchblade £6, Stormers £5, Zynaps £5, Robocop £10, Night Breed £10, or £50 the lot. Phone Ian on 0874 824297. Wanted Cadaver, Captiva, Madwinter

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# TESTING ON NEW GROUND

**W**hen you're testing and debugging a program, you'll find that you're typing in the same entries again and again as you discover and fix the bugs. It's a tedious job that has to be done if your program is going to be any good, and anything that makes it easier will certainly be welcomed.

Ghost is a software testing tool for DOS programmers that works by recording keystrokes that you can play back at any time to repeat a test.

Ghost records the keystrokes at the DOS interrupt level, so it works with any programming language. The keystrokes are stored for future use, so you build up sets of tests to use on new versions of code. You can look at the difference between the output from different versions of a program on screen or print them out as a report. Ghost costs \$59 from The Software Construction Company (0753 244114); a simpler version, Ghost Junior, priced at \$49.

## PC PERIPHERALS

Brief is one of the most popular text editors for the PC and the Software Construction Company is bringing out a range of other programming tools and utilities to work with it. The latest is Brief C++, which works with Brief II, giving you a pop-up C++ class browser. The browser works with a number of files, swapping them in and out of memory as needed. You can look at function

Do you find writing programs too much like hard work? Mary Branscombe takes the strain from your brain with new releases for testing and debugging



• Browse your way around your PC with Brief and a pop-up window, Brief C++.

definitions and the declarations of classes, member variables and member functions or derive new classes from within the browser.

If you want to know more about the relationships between different classes, you can generate reports on the hierarchical structures of classes, on member classes, member variables and implementation files. Brief C++ works with Brief II and costs \$99 until August 31.

## YOU NEED UNIX

You can now run UNIX on Archimedes 400 series machines. Acorn's RISC II 1.2 version of UNIX is compatible with UNIX System V and BSD 4.3, current major Unix standards in the workstation

world, and it's certified as compatible with the X/Open user interface.

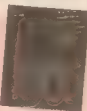
You get a full UNIX system that includes compilers for C, Fortran 77 and Pascal, the X Window System 11 Release 4 user interface, IX's X desktop user interface, OSF's Motif toolkit (for building applications and user interfaces if you don't like X Window or X desktop) and a range of networking software including TCP/IP and NFS.

Contact Acorn on 0223 245200.

## HIGH SPEED COMPILING

HighSpeed Pascal is a Pascal environment for the Alan 51 that's compatible with Turbo Pascal II for the PC, so that you should be able to transfer programs without much rewriting.

There's a multi-window text editor, a context-sensitive help system for the editor as well as Pascal syntax and interactive error detection, compilation and run time. The single pass compiler can write to disk or into memory and the system runs on any Alan 51 from the \$20ST to the new TT machines. It costs \$99.95 from Nibsoft on 0525 718181.



• Aimed firmly at the application developer, Extending DOS is practical and covers all the important standards.

memory extenders and expanders, much of it in Assembly language.

There are also details of interfaces to memory standards including EMS (Expanded Memory Specification) and 386 (extended Memory Specification) and the Virtual Control Program Interface. In this Windows-obsessed age, it's also good to see a section on writing programs to make the most of DESQview.

most users were likely to use. Although MS-DOS 5 can handle more than 640K of memory without extending, expanding or distorting the memory map, you can't rely on users having DOS 5. Extending DOS should tell you everything you need to know about addressing memory above 640K in the meantime.

Despite this book's host of authors, there's no overlap or contradiction between the different chapters because they're all experts in their own fields. This is a practical manual to using memory, that's aimed firmly at the application developer and it covers all the important standards, telling you how to make the most of them.

There's plenty of useful code in the book to integrate DOS applications with



## WHAT YOU NEED TO KNOW

### QUESTION

I'm writing some word puzzle games in BASIC for the Commodore 64. Is there a way to pull apart words to get the first or last four letters to show as a clue?

James Adams, Bishop's Stortford

### ANSWER

Yes, there's a very easy way to do this built into Commodore BASIC, using the LEFT\$ and RIGHT\$ commands - and MID\$ if you want to take letters out of the middle of a word. \$ is pronounced 'string', which means a sequence of numbers and letters. When you want a variable to hold a word, it's a string variable. If you want to store your name in a variable, you can use:

10 AS=JamesAdams  
If you want to take some of the letters from the beginning of the string, you use LEFT\$ and tell it how many letters you want and where to put them. To get the first four letters of the above string, James, the code looks like:

10 AS=JamesAdams  
20 BS=LEFT\$(AS,4)  
30 PRINT BS  
If you want to take letters from the end of the string, James, RIGHT\$ works in exactly the same way.

10 AS=JamesAdams  
20 BS=RIGHT\$(AS,4)  
30 PRINT BS  
Taking letters out of the middle of the string with MID\$ needs another parameter. As well as indicating how many letters you want, you have to tell MID\$ which letters to start with working from the left. To get "ads", you use:

10 AS=JamesAdams  
20 BS=MID\$(AS,5,3)  
30 PRINT BS

### ANY QUESTIONS?

If you've got a problem with your program or you've found a better way of doing something on your machine, drop me a line: Mary Branscombe, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

Title: Extending DOS  
Authors: Ray Duncan, Charles Petzold, M. Steven Baker, Andrew Schulman, Stephen H. Davis, Ross P. Nelson and Robert Moore.  
Addison-Wesley  
ISBN 0-201-30053-9  
Price: £20.95

Users of the PC are getting ever more demanding. They want their applications faster and more colourful, they want to use larger files and many people are prepared to buy more memory for their machines to get what they want.

Despite the usual dire forecasts about chip shortages, memory for the PC is not too expensive - often about £50 to £70 a Megabyte. When early versions of DOS were written, 640K of memory was more than



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## THE GENLOCK PEOPLE

Do you want to overlay computer graphics or titles onto your videos? If so, you will need a Genlock. Rendale Genlocks are built to a very high standard, and are used widely in the professional environment. Each of the Rendale machines offer both foreground and background modes, the 8802 is a purely composite machine, the 8806 also offers a professional RGB mix option, as well as other advanced features. Do not be fooled by cheaper versions of our Genlocks which are presently on offer, buy direct from the manufacturer or an approved supplier.

Please call for further details.

## SUPER-VHS 8802

At last, the Rendale Super-VHS 8802 is available. This high quality unit is based around the Rendale 8802, and offers additional features such as:

- Super-VHS in and out.
- Hardware controlled wipe patterns.
- Hardware controlled fade to black.
- Cross fade between Amiga and video.
- Internal mode switchbox.
- Amiga only preview facility.

**£599.99**

## THE BIG ALTERNATIVE SCROLLER

**It's new, it comes in a black folder.**

**Price: £49.99**

It's simple to use, and it's here! The Big Alternative Scroller is now on sale. This is a self-contained titling program on one disk. The software enables you to type in credits, titles, display information etc, and scroll them either vertically or horizontally on your monitor screen and likewise onto video tape.

This program is so simple to use that you hardly get a manual, because you don't need one. Everything you could ever need is on the screen for you.

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# EXPRESS ON-LINE

The *Express* guide to computing at the grass roots level this week featuring User Groups A to D

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## FAMZINES

**RE-AUN** - For the Spectrum, C64, Amstrad CPC, ZX81 and BBC computers. Only 50p from Robert Frodick, One Northolme Close, Grove, Essex. RM16 2NX

**THE DISK** - Send \$6p for The Disk issue three for Amiga owners. Includes: Rattlecopy, PPAnm, Netick 3.6 plus more! Half price offer one week only! Steve Lord, 5 Slubbing Brink, Hebdon Bridge, W Yorks HX7 6LH.

**CONSOLE CRAZY** – New fanzine! With news, reviews and virtual reality sections. Only 80p to 28 Watergate Lane, Woolton, Liverpool L25 8QJ. An even more amazing issue two dup out soon.

## USER GROUPS

**GUG (UK)** - Geos User Group for the C64. Disk-based magazine packed with clip art, utilities, etc. Send blank disk to: GUG (UK), 110 Deansway, Woodloes Park, Warwick CV34 5DQ.

**AMIGA HELP SQUAD** - Expert advice on any aspect (advanced programming) including CLI, DOS, Workbench applications etc. Send disk and SAE Steve, 151 Rough Common Road, Canterbury, Kent.

**THE SIMPLY CLUB** - The Simply Club welcomes new members interested in flightsim air navigation. Send an SAE for details: 8 Henley Manor, Raincliffe Ave. Scarborough, YO12 5BU

## BULLETIN BOARDS

FREE FOR ALL BBS - On-line now!  
24 hours, 1200/2400 baud. An

Eazihost ANSI production on 0763  
261624 No fees. PD for PCs, Atari  
STs and now Amigas. HostMink help

**CLIFFNET BBS** - On-line seven days a week between 7pm-8am on 0642 469592. All speeds @ 1200 baud. Sections for the ST, Amiga, PC plus sales, sysops and adult sections. Also a friendly sysop. More Amiga users needed although all welcome. Give me a try tonight.

## FBI LIBRARIES

**WOODY'S PD** - New ST library where you select individual programs to fit a disk. Send blank disk and SAE or three first class stamps to: Alan Woods, 34 Millingford Avenue, Galtbarn, Warrington, Cheshire, WA3 3XF

**ANGLO AMERICAN SHAREWARE**  
- PC Shareware/PD £1 a disk. Over  
2000Mb of top Anglo-American titles.  
Send two first class stamps for menu  
driven catalogue disk: 37 Devon  
Place, Newport, Gwent. Tel: 0633  
250847

**PD COMPILATION DISKS** - New PD compilation disks. Send SAE for details or £2.50 per disk stating disk (no 1-5). Write to: A Burns, 61 Coniston Road, Gunthorpe, Peterborough, PE4 6UL.

**JPOL** - Alan ST PO Double-sided disks supplied whenever possible. Blank disk and SAE or 70p to J Kiner, 120 Wigginton Road, Tamworth Staffs B79 8RW

**ESSEX SHAREWARE LIBRARY** - Beginners pack of the best of PC shareware (spreadsheets, wip, games, educational). Ten disks (state format) £14.99. 221 Branksome Avenue, Stanford-La-Hope, Essex.

**JACKSON'S PD SPECTACULAR**  
Amiga PD. For free catalogue disk  
send an SAE to ■ Jackson, 22  
Victoria Court, Clifton Road,  
Worthing, Sussex.

**KEYS PD (AMIGA)** - Amiga PD. All latest files, hundreds in stock only  
£1 per disk. P&P free. Write to: K.  
Larkin, 12 Hathaway Court, Cherton  
Road, Gillingham, Kent ME6 0ES

**DB SOFT** - IBM shareware only  
£1.30 per disk. Send £1 for  
catalogue disk to: DB Soft, 29  
Birchwood Drive, Ravenhead,  
Notts. NG15 9EE (BBS soon!)

**TRIPLE X POL** - Triple X POL is now closed. Do not write to us.

**CHRISTIAN COMPUTER CONCEPTS** - Christian PD and Shareware for PCs. 5 25-inch only. Disks £2 each including post and packing. Send stamp for list to: Ian Hurst, 7 Perrybrook Walk, Ashton in Makerfield, Wigan WN4 8TR.

**PC-PD & SHAREWARE** - All disks  
£1.50 Postage £1 per order. Send  
to: PC-PD, c/o GMC Computers,  
The Green, Cavendish, Suffolk,  
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**SOLENT SOFTWARE PD** - For the  
Atan ST. Full range, first class  
service. Send SAE for catalogue to:  
53 Ryfus Gardens, Totton, Hants  
SO4 3TA

**AMIGA PD** - Amiga non-ripoff PD  
Send disks, jiffy, 41p stamp (for  
return) to: Mark, 50 Victoria Avenue,  
Sleaford, Lincolnshire, NG34 7LN.  
Ask for cat

**BASOFT PUBLISHING PD** - For ST Original PD plus the best of the rest \$AE to Basoft, 357 Church Road, Basildon, Essex, SS14 2EU £1 per disk!

**NIST** - ST clip art. The biggest and best selection available. £1 per disk. Please send SAE to: NIST, 53 Loranaghan Park, Belfast BT6 4JB.

**BBB (BIG BAD BRIAN'S PO) -**  
3.5-inch only from £1. Send  
formatted disk and SAE for  
Catalogue to BBB, 35 Grangeside  
Avenue, Hull HU8 8LP.

**AMIGA PD BREAKTHROUGH** – You've tried the rest, now try the best. PD 18p per disk. Swift dispatch of all orders. Contact Darryl, 12 Kent Avenue, Ross-on-Wye HR9 5AQ.

**PROPHECY PDL** - Public domain software. £1 a disk. Send SAE and disk to 390 Couldson Road, Old Couldson, Surrey, CR5 1EE.

## Let all the world know

Do you run a user group or bulletin board? Are you organising any event? Do you publish a fanzine? Let the world know about it through Shogun Express. Fill in this form and send it to us at: 30 Monmouth Street, Bath BA1 2BW.

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# The EVENT HORIZON

Who's doing what, with what, with whom, how, why and where...

## THE PLACES TO BE ...

### Making the Difference

Now • Tue 31 Oct  
At the Science Museum, London. Info: 071-938 8080

GeoCon • Sun 11 • Tue 1 August  
Info: 010 234 3180

Computer Animation Competition and Exhibition Wed 21 • Wed 26 August  
At the Arma Centre Scotland. Entries in by 31 July. Info: 091 557 4242

Leeds Computer Extravaganza  
Fri 13 • Sun 15 Sept  
At the New Exhibition Centre, Leeds  
University Info: 0532 677 657

Business Computing •  
Tue 17 • Fri 20 Sept  
At the Earls Court Exhibition Centre,  
London. Info: 071-486 1951

The Works • Charles Babbage  
Thu 19 Sept  
Lecture at the King Edward VI College,  
Tynes at 14.15. Info: 0603 853821

Effective Management of Information  
Technology Security Conference  
Mon 7 • Tue 8 Oct

With hackers constantly making the computer news, an awareness of the importance of computer security is growing. Organiser the Institute for International Research describes this as no longer a technical problem but one that has to be faced by management.

To this end, the conference, to be held in London, is aimed at managers in central and local government, industry and commerce. Topics under discussion will include hackers, crackers and phreakers. Info: 071-5871117

Computers Count Tue 8 • Thu 10 Oct  
An exhibition at Tolnes Civic Hall. Info: 0603 843821

Business Communications Awards  
Thu 10 October  
At the Savoy Hotel. Info: 0800 900 647

Charles Babbage's Impact on Modern Computing  
Wed 8 Oct

At the Science Museum, London •  
17.30. Info: 071-9388196

Image Processing •  
Tue 8 • Thu 8 Oct  
At Birmingham NEC. Info: 081-868 9933

System Builder Wed 30 • Thu 31 Oct  
At Sandown Exhibition Centre, Exeter.  
Surrey Info: 0822 614671

Computer Graphics •  
Tue 5 • Thu 7 Nov  
At the Alexandra Palace, London. Info: 081-868 9933

Desktop Cad • Tue 5 • Thu 7 Nov  
As above

Open Systems 91 Wed 6 • Fri 8 Nov  
At the Olympia, London. Info: 0784 472200

All Micro Show and Radio Rally  
Sat 9 Nov  
At Bingley Hall, Stafford. Info: 0473 272002

Computers in the City  
Tue 8 • Thu 8 Nov  
At the Barbican Centre, London. Info: 061 668 4655

## Golden Moments

**A** look back into the history of computing with Express. If it happened we reported it first.

### ONE YEAR AGO

● Atari's TT workstation was launched. Although using the same processor as Commodore's Amiga 3000, the TT runs at a clock speed of 12MHz compared to the Amiga's 25MHz. It also has better graphics capabilities and retails at a significantly lower price.

Atari hoped that the machine would appeal to the "guy who's buying real power" and offer serious competition for workstation manufacturers Sun and Apollo.

● Three hackers in America were caught and sentenced to between five and ten years imprisonment. The young men were members of the 'Lion of Doom' hacking group, which was renowned for computer vandalism and cost Bell South in the region of \$1.5 million. The team members probably would not have been found out if another hacker had not been caught and forced to testify against them.

● Top secret processors, designed to withstand the burst of radiation from an atomic bomb, somehow found their way into a number of Amstrad 8-bit micros. With such sturdy components, the notion that Amstrad's machines are shoddy is clearly a myth.

## The Insider

The views expressed by the insider do not necessarily reflect those of the editor or publisher of New Computer Express.

Come in, come in! Welcome to the Insider, the disher of dirt, the mauler of myths and the spoils bra in the corner of the computer industry who wants everything her (or his) way.

Do you have any interesting pieces of gossip about computer people, the higher up the better (you should of course be able to substantiate any gem)? Well other people want to know about it. So send any 'insider info' to:

The Event Horizon, New Computer Express, 30 Monmouth St, Bath BA1 2BW.

Anonymity is assured, as is a finger for anything used.

### QUESTIONS, QUESTIONS

Wonderful and marvellous, those little things which the big fellows get up to. For example, which software house executive's past history in the business

world features a more than passing acquaintance with the bankruptcy courts? And more to the point, why hasn't this person declared it?

Europeans software outfits don't really feature in the news that much, especially when young marketing lunks get involved with wives of non-European software houses.

Ah, he's famous!

### OFF THE RECORD

Which disgruntled PR man was overheard to say of Atari's Lynx gifts to Gazas and his team-mates:

"We're not getting into that sort of marketing exercise. We wish to retain some sort of dignity and credibility for our high-tech clients."

If you don't know we can't tell you because like all of the best quotes, it was definitely off the record...

### US CHAIN GANG

Chain litigation is the latest craze in the US with defendants delaying actions against them while they sue the person that they allege is responsible for their mistake. This craze, rumoured to have started in Silicon Valley works something like this:

Disgruntled person sue, software company for faulty product. Software company sues third party contractor for faulty programmer. Developer sues utility software company for undocumented features. And so on, and so on until someone decides that their reputation is at stake and sues the original instigator.

Result: a dizzy chain of unhappy computer people keeping the throughput of US law schools well oiled.

Thankfully there's no way it could happen here... could it?

### TWO YEARS AGO

● Software houses Ocean sent two games designers to New York to see Batman. The visit was based on the innovative theory that a better Batman game might be produced if those involved saw the movie beforehand.

● A virus with a political conscience was found lurking on PCs. Rather than send messages to the screen, the virus contented itself with printing adverse comments about world leaders in the middle of printed documents.

● Much to FAST's frustration, a clause in the Copyright and Data Protection Act designed to ban copying devices, was found to have a loophole. The copying devices are legal — it is up to the user to decide if they use them for illegal activities or not, in much the same way as a tape to tape deck.

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# OH MISTER SCANMAN

**PRODUCT:** Scanman Model 32  
hand scanner  
**MACHINE:** PC  
**SUPPLIER:** Logitech UK  
**CONTACT:** 0753 537222

U miss you're a dab hand with a paint package, the only way to get pictures into your DTP documents is by using a scanner. A scanner projects a line of light on an image, and as the light moves down, converts the different light intensities into digital information the computer can understand, turning your object into a piece of computer art.

Logitech's Scanman Model 32 is a PC hand scanner and compared to larger flat-bed scanners it can scan a much smaller area of an image—once. However, software can stitch smaller images together.

Scanners can capture two types of images—half tones and line art. Line art is simply black and white and gives the highest definition. For photographs, half tones are needed. These simulate shades of grey using patterns of black and white dots.

Scanman comes as a package that includes the hand scanner, an interface card for the PC, setting and installation programs and Graytouch image editing software. There are two manuals, one for the scanner, the other for the Graytouch software. Both are informative, well produced and set out.

## GETTING READY TO GO

Setting up the scanner was no problem. The PC was turned off, its case removed and the scanner interface board was inserted as one of the machines' 16-bit slots (it can be used in 8-bit slots as well). Then, once the case was replaced, the connections checked and the scanner hooked up to its port, it was ready to go.

The installation software ensures the scanner doesn't conflict with other hardware. If it does conflict, the manual explains how to fix it. I had no such problems, but it's good to know the information is there.

Once the scanner is recognised by the computer, the software inserts its driver commands in

## SYSTEM SPECIFICATIONS

**Operating system:** MS-DOS or PC-DOS 3.0 or higher  
**Computer:** XT and upwards  
**Memory:** 640 K (1Mb recommended)  
**Disk storage:** Hard disk drive (2Mb free space) and at least one 3.5 inch or 5.25 inch floppy drive  
**Display adapter:** Hercules and VGA, EGA, CGA (mono)  
**Dimensions:** 136 x 138 x 36 mm  
**Weight:** 300 g  
**Scanning width:** 105 mm ± 3 per cent  
**Light source:** Yellow-green LED  
**Resolution settings:** 100, 200, 300 and 400 dpi

Logitech's Scanman 32 is a new, low-cost hand scanner for the PC. Tim Howell sees if it lives up to its image

CONFIG.SYS, so that the scanner is recognised the time—or at least whenever it is going to be used. Once the scanner is recognised the installation software makes a test scan to see if everything is working.

When the scanner is working a small LED on the scanner lights up. If the scanner is moved too quickly the LED starts flashing, which means the computer can't handle the speed of the incoming data. This is more likely to happen at higher dpi (dots per inch) settings as there are more pixels to manage. The PC we used for testing the scanner was a 386, but a slower machine would be put under more pressure which could slow the scanning process down.

## IMAGE MAKING

With any scanner, its usefulness is determined by the software used with it. Scanman comes with two pieces of software to scan images, not including the installation and listing software. A DOS command lets you scan an image straight to a picture file. You can't see what you've scanned, though, until you load that file into a paint or display package.

The other piece of software is a complete scanning, image manipulation and retouching package called Graytouch. This comprehensive yet easy-to-use program allows scanned images to be sharpened or smoothed to improve clarity, or joined together if a larger image is required. If you want to add your own drawings to them, though, a drawing or paint program such as DeluxePaint is needed.

Images which consist of more pixels take up more memory. The hardware restricts the amount of memory available for scanning, but Graytouch is intelligent in this respect as it saves an image to disk once the memory is filled, freeing the memory for scanning.

The quality of the images is determined by the resolution it scans at. The higher the resolution, the better defined the images are. Scanman can scan at 100, 200, 300 and 400 dpi. Dots per inch is a measurement of pixels (dots) in one square inch of an image.

An image scanned at 400 dpi should look better than an image, say, scanned at 100 dpi. But why bother having the lower resolution? The answer is that pictures such as line drawings and black and white pictures will come out better if scanned at a lower resolution.

The scanner hardware has different settings for differing and line art. The dithering controls determine how fine or coarse the scans of photographic images are. This is used in conjunction with Graytouch to produce grey-scale images. Grey-scale imaging aims varying light intensities or colour densities on a photo,



• The house that Scanman built. A good quality, grey scale scan of a black and white photograph.



• Scanning black and white images is not always easy, but results are usually good. Here a image makes the transition from paper to computer and back to paper.

for example, into grey shades. This brings out more of the subtleties in the original by mathematically determining which of 32 grey shades is appropriate for each cell. Line art enables the scanning of black and white images such as line drawings or clip art. Dark colours are interpreted as black, light images as white.

## RESOLUTION RESULTS

The Scanman coped with different resolutions quite well. This is due to the software as much as, if not more than, the hardware itself. Black and white photographs came out really well—none it was a case of the higher the scanning resolution, the better the picture.

We scanned a number of images from colour and black and white photographs, newspaper articles, press releases and black and white diagrams. Results in general were very good. When newspapers and black and white diagrams were scanned, extra care had to be taken. Scanning of line art mode at a high resolution. With the high levels of definition, the scanner has to be kept very steady since it affects the outcome of the picture. Even on a perfectly flat surface this wasn't easy, mainly because the scanner doesn't weigh a lot, but using a ruler to guide the scanner helped, although it didn't stop the problem altogether.

## ALL IN ALL

At £152 the Scanman is very reasonably priced and as far as hand scanners go, it couldn't really be improved on. It is a well-constructed piece of hardware that is easy to install and comes with a good quality imaging software and two manuals that explain everything clearly. Scanman is a good all-round package. ■

## SCANNER SCORES

### FOR

- ▲ Easy to install and use
- ▲ Good software included
- AGAINST
- ▼ Its light weight can prove tricky
- ▼ Can only scan small images
- COST — £152



# Games Week

Stuart 'Scorer' Campbell sticks up his points card and gives those games a real rating - from the atrocious unplayable to the amazingly adventurous

## STAR RATINGS

Starting this week, I'll be giving ratings for all the games I review according to the following system:

- Beatrice Dele
- Winona Ryder
- Barbara Flynn
- Su Pollard
- = Cher

## LOGICAL

Rainbow Arts  
(Continued from last week)



...patterns, while puzzling away at the code, here's the second installment of the colorful and logical game.

- 1 BLUE VELVET
- 2 PARADISE I
- 3 CLASSIC ART
- 4 VENI VIDI VICI
- 5 WE LIKE IT
- 6 FOREVER HERE
- 7 WONDERLAND
- 8 THE SHARE
- 9 CURE IT
- 10 SUN'S SHINE
- 11 A RAINBOW
- 12 ARROW ROAD
- 13 TURNING WHEEL
- 14 ACCELERATION
- 15 THE PRESIDENT
- 16 HE IS MISSING
- 17 PICKNICK TIME
- 18 WHO IS CALLING
- 19 ANCIENT ART
- 20 SHE IS GONE
- 21 LOGISTIC
- 22 TURNING COLOR
- 23 PARAMOUNT
- 24 THE LADDER
- 25 BACK IN RED
- 26 TREASURE ROOM
- 27 DON'T WANT THAT
- 28 THE FREE FALL
- 29 CORRALDO BEACH
- 30 WORDS POPCORN

...one in next week's issue. The game is a puzzle, including the one which lets you access the game's built-in construction kit, a definite mind-stretching.

## HAYDN POWERS

The power lies in the press: As an undoubted result of our own Hayden Fitz-Williams' recent campaign on the Express Mail pages, Channel 4 has announced the long-awaited commissioning of a TV series for computer and video game players. The 10 weekly programmes in the series will last for half an hour each and the first one is scheduled to be screened in January next year. The show will be called 'Gamesmaster' and will feature 'competitions between top players, new games reviews, international games championships on now, crack the difficult bits in your favourite games'.

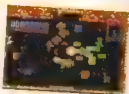
The series will be produced by an independent production company called Hayward International, and director Jane Hayward has spent over a year developing, researching and selling the idea. Announcing the project, she said, 'It has been frustrating times. As the mother of an 11-year-old son, I could see quite clearly the enormous growth in popularity of video games, and therefore the potential for a TV series. At the time we were developing our series, I was terrified someone else would spot what

we had spotted and move in ahead of us. But we were lucky and Channel 4 has been fantastically supportive. They always said they would commission the series as soon as they could find the funds and they have kept their word.

A video gaming show has been long overdue and it finally looks like the huge numbers of gamers in this country are going to get their share of airtime. One thing seems sure: it's going to be smashing TV.

## SMASHING TV...

which by a staggeringly fortunate coincidence, leads me nicely into the next piece: When Ocean acquired the licence to convert the stunning Williams coin-op Smash TV on to the home market, there were loud murmurs of doubt about the possibility of doing a good job on it (especially on the 8-bit). The doubts look far being dispelled though, if the C64 version is anything to go by. The quality is a fairly early preview copy was quite assuring even though it contained just a few levels and one end-of-level boss. All the baddies are present and correct and the action doesn't slow down when lots appear at once, which does



• Total Carnage Love It

well for the truly genocidal later levels. As the patterns of movement have been correctly replicated and though the firing system could benefit from a bit of tweaking the programmers would do well to look at the direction locking system used in Jeff Minter on his 16-bit shareware game Llamatron, another derivative of Smash TV's arcade predecessor Robotron, the conversion looks like being a major triumph.

## HERE IT COMES AGAIN

This week in Re-re-re-re-re. The second week treatment given to, amongst others, several one-on-one fighting games, so what better time to see just what's available at budget price in the world. I... BEAT-EM-UPS



• Sweet's Hand a bit off joyeticks in it

## EIGHT-BIT GAMES

- 1 5 Bubble Bobble
- 2 1 Magic Land Dizzy
- 3 7 Dizzy Panic
- 4 2 Dragon Ninja
- 5 6 Double Dragon
- 6 4 Gattuso Cartoon
- 7 3 Multitax 1 Golf
- 8 18 Spike in Transylvania
- 9 NE Gattuso Coin-ops
- 10 RE Rebusters 2

SP = Spectrum; CO = Commodore 64; SN = Amstrad; Chart compiled by Guppy, © Spectrum Leisure Publishing House, Leeds.

- Hit Squad SP CO AM OT
- Codemasters SP CO AM
- Codemasters SP AM
- Hit Squad SP CO AM
- Mastetronic SP CO AM OT
- Codemasters SP CO AM
- Kris SP CO AM
- Codemasters SP CO
- Codemasters SP CO AM
- Hit Squad SP CO AM OT

# BEG, BORROW AND BURN

This week you'd have to be off your head not to:

**BEG**  
A copy of R-Type II (Activision), the shoot-'em-up that takes arcade emulation further than ever before. Of course, after all the to-ing and fro-ing with Activision recently, it'll probably have been delayed for another two months, but if you see it, get it.



• This is R-Type of game for sure



• The Beast Busters wonder into the Express office by mistake

**BORROW**  
A copy of Beast Busters (Activision) again. This Operation Wolf-type scrolling blaster looks pretty close to the original, but many people will find it far too easy. Slowing down when the action heats up is a bit crap, too, but there's still loads of zombie-splattering fun to be had.

## BURN

Any copies you might happen to stumble across of Champion III: The Raj! (ImageWorks). This latest game in the Defender Of The Crown league takes the minimum-gameplay and maximum disk-accessing formula to new heights (or should that be depths?), to produce one of the most breath-taking wastes of C64 yet perpetrated on the game-buying public.



• Also-Ran of the Raj more than

## HATSTAND CORNER

Top comedian and entertainer Bruce Forsyth is one of the nation's most celebrated wig-wearers. What isn't quite so well-known is that he actually chose the style and colouring of his hairpiece with a computer program similar to an identikit game once given away with ST Format. The game allowed the player to feed in a digitised photograph of a face and then add various features and Bruce simply tried out a few different designs on top of his greased head until he found the one that looked the most natural.

It thought that the relatively primitive nature of the technology that time is responsible for the atrocity which currently graces the War's otherwise shining palette.

## THIS WEEK

ike: The He Squad, £7.99 for 16-bit and £2.99 for 8-bit.

System 3's oriental rumble was regarded by many people as the ultimate game in its genre when it first appeared around four years ago. Versions of this three-player epic of single-minded mayhem are excellent, but the Amiga one really takes the biscuit with wonderful music, bone-crunching sound, variable speed, indistinct controls and more than a touch of humour, all thrown in to make this the perfect beat-em-up for people who hate beat-em-ups. Our sister mag Amiga Power recently named this as No. 60 in the All-Time Top 100 Amiga Games, and it's a game every single games lover worthy of the name should own.



• I was just standing there and his head exploded!

Barbarian (Kix, £7.99 for 16-bits, £3.99 for 8-bits)

Finally released on the back of our perusal, that should be on the front of a rather dubious Manna Whitaker promotion, this phenomenal slasher was nevertheless a game good enough to sell in its own right.

The 16-bit versions looked distinctly like C64 ports, but that was okay as the C64 version was, like all the others, a highly entertaining hacking (that's hacking in the original sense) game with some rather boothish effects and



again a few augurs (in the shape of the dwarf who came on and dragged the defeated warriors away booting their recently-separated heads in front of them) having an ultimate objective makes the game a bit limited in terms of lasting appeal, but it'll take you a while to get that far.

Street Fighter (Kix, £7.99)

Just to dispel any dangerous myth of quality control on their budget label, Kix has also unleased this software atrocity on the public's second time.

One of the most astonishingly inept examples of 16-bit programming ever seen, this truly unplayable game also features painful animation: multi-player interaction (your character seems to do

pretty much whatever he feels like most of the time), scrolling which stretches the bounds of credulity to its very limits and graphics which might just tempt the unwary into believing that this was actually a halfway decent conversion (it's the reasonably entertaining coin-op. Don't be fooled.)

## ATOMINO

Pygnosis  
ST and Amiga • £25.99

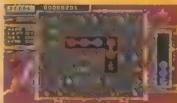
If you've been getting your molecules in a twist over this tricky electron-manoeuvring puzzler, fret no more, just try any of these passwords to the later levels.

10 - ACID  
20 - ARROW  
30 - EMISSION  
40 - LAVA  
50 - CAVE  
60 - ELIXIR  
70 - BONE  
80 - WOOD  
90 - FOUNTAIN  
100 - GETWISE

• Those of you who like your molecules just the way they are won't care for this game at all. In fact, judging by the screenshot it looks like someone's already been getting upset.



• Street Fighter twice as boring as this screenshot looks



## NAVY SEALS

Ocean, Amiga, ST • £25.99

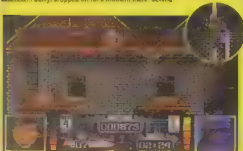
The Spectrum version of this movie licence game was released quite some time ago to considerable acclaim, and the C64 and Amstrad cartridge versions have also garnered some highly respectable reviews. 16-bit owners have been waiting a long time to see it, but it's finally out, and it's average.

The game involves you taking the parts of a team of Navy SEALs, America's elite troops, in an attempt to destroy a large number of US Stinger missiles recently stolen by Arabic terrorists. Along the way, you should find time to release a captured helicopter crew, and zzzzzzzzz... Sorry, dropped off for a moment there. Behind

the hackneyed-to-the-point-of-absurdity plot, (for which we have to forgive Ocean as it's based on the execrable movie of the same name) Navy SEALs is a fairly standard platform-and-ladders game, disturbingly similar to several ways to Robocop 2 and Total Recall, Ocean's other recent movie licences. Your Seal (sorry, SEAL - stands for Sea, Air, Land, apparently) leaps athletically around, shooting the bad guys and planting time bombs on the crates containing the badly-inched missiles, all against a very tight time limit. And, er, that's it. (Copyright The Big Book Of Reviewer's Catchphrases, £25.99 from

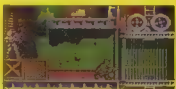
newagents absolutely nowhere.)

You see, there isn't very much to Navy SEALs at all. The most remarkable thing about it is the dinky little bits of animation when your SEAL swings along underneath a platform, or leaps up to surprise a terrorist from below. In every other way - graphics, sound, design, presentation - the game is average at best. The strength of the game lies in its playability and difficulty, for this isn't a game you'll complete in day one, and the understanding nature of the purely arcade style involved makes it easy to pick up for a quick zap when you can't be bothered thinking.



• Your sneaky hero seals to evade certain death by hiding at the top of a streetlight in the Grove Street-like third level. It's not actually such a bad strategy, as from the top of the post you can leap straight on to the guard's head, avoiding his line of fire.

• A performing SEAL springs his way towards a crate containing a power-up. The stars-and-stripes crate contains one of the plentiful rockets, so just wait your SEAL just is and he'll automatically deposit a Handbush on top of it, for a further incentive to flush the level on time.



• One important thing to notice is that the enemies in Navy SEALs don't actually shoot at our square-jawed Adolescents until they see the whites of their highlights. Therefore, by simply ducking under the bad guy's line of vision, as in this picture, America's elite can completely avoid being-shoot-nolary. Until they stand up, anyway.

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# MORE OR LESS A NOTEBOOK?

Notebook computers can now rival desktop computers in terms of power, but Dave Golder still reckons that some, like the NESS 386SX Notebook, have to cut too many corners



• The NESS 386SX Notebook offers the performance of desktop computers in a casing that will fit in a briefcase.

**PRODUCT:** NESS 386SX Notebook  
**COMPATIBILITY:** PCs and compatibles  
**FROM:** NESS computers  
**CONTACT:** 081-452 8233

Computer manufacturers are constantly trying to cram more and more power into less and less space. The results are so-called notebook computers, such as the NESS 386SX which boast the power and performance of their desktop counterparts contained in a casing that will fit inside your briefcase.

Indeed, the NESS machine offers some very impressive technical specifications - 386SX processor running at 16MHz, 20Mb hard disk, five different ports and VGA screen - while still leaving more than enough room in your briefcase for a filling packed lunch and a couple of bulging files.

## THOUGHTFUL PRACTICALITY

While rather unprepossessing at first, the NESS Notebook seems to have had a lot of thought put into its design in terms of practicality. It seems ideally balanced for laptop work and sits very comfortably on your lap for long periods.

The floppy drive is positioned towards the back and on one side of the machine which again is perfect for laptop use if the drive is at the front, as with many other portables, you keep having to shift the machine around every time you want to put in or take out a disk.

The screen hinge is extremely sturdy and is a constant double-hinged affair which means that you can put the screen to any angle you want without worrying about it flapping about.

The quality of the VGA screen display is also crisp and clear. It remains sharp even when viewed from acute angles, though there is one drawback - depending on how the light hits the screen, the image tends to

shift after a fairly slight angle. While text is still easily readable, it can cause problems with graphics-based programs. Games with black and white pixels, for example, are a real pain as you cannot tell whether or not you are beating the computer.

The ports are well-labelled and when not in use are protected with plastic covers. Unfortunately, when the ports are in use, the plastic covers tend to get in the way and fall off rather easily. They do stop back on fairly easily, but in the meantime they are small enough to be easily lost.

## CAN YOU HANDLE NO HANDLE?

On the minus side the NESS Notebook, in common with most other notebooks, has no carrying handle, but it does come with a quite horrendous imitation leather carrier resembling one of those manbags which were briefly popular in the late '70s. Granted, it is designed to fit into a briefcase, but there will be plenty of occasions when you want to carry the machine independently, such as around the office or out to the car, and while it is small, it is suitably enough to be annoying if it has to be tucked under your arm. More carrying handles on notebooks please, manufacturers.

**There are a number of annoying features that detract from the overall quality of the machine**

There are some other annoying little niggles which detract from the quality of the machine. The most niggly of all is that the 'X' character - which is one of the most used on a PC, especially when using DOS - can only be typed in when depressing the FN (Function) key. This is made more annoying by the fact that the key is positioned between the space bar and the 'Shift' key, making it awkward to use if you're a fast typist.

The keyboard is very warring on the fingers, the keys only give a little when you hit them and there is no cushioning effect. This makes extended use of programs, such as word processors, uncomfortable.

## HIDDEN NUMBERS

Almost a prerequisite of notebook computers is the embedded numeric keypad. This means that the calculator-type keypad which is normally positioned to the right of the main keyboard area is absent, though an equivalent is accessible by pressing the NUM LOCK key. Then, certain keys to the right of the keyboard perform the same function as the numeric keypad, ie, J, K, L, and ; become 1, 2, 3 and 4, respectively.

This is a worthy attempt by notebook manufacturers to surmount the space problem, but it is still not satisfactory, as the keys of the main keyboard are laid out in a diagonal, slanted fashion. Trying to use the embedded keypad is just as awkward as keying in the numbers along the top of the keyboard. An embedded keypad is by no means a disadvantage, but it is definitely not the wonder-solution that marketing people would have you believe.

For a 386SX Notebook, the NESS machine offers nothing revolutionary, and its satisfying design features are almost offset by some irritating, ill-thought-out shortcuts. However, it is a reliable and sturdy machine which remains attractive as long as you are not the sort of person driven crazy by minor annoyances.

## WEIGHING UP THE FACTS

### FOR

- ▲ Fast, powerful specifications for the price
- ▲ Very clear screen
- ▲ A firm, sturdy screen hinge
- ▲ Ports well labelled
- ▲ Sits very comfortably on your lap.

### AGAINST

- ▼ No carrying handle
- ▼ Very hard keyboard which makes your fingers numb after a while.
- ▼ The keystroke 'X' can only be used by pressing FN key at the same time, which for a PC is very annoying.
- ▼ Embedded numeric keypad is a pain.

PRICE: £1,128

## NESS SPECIFICATIONS - EXACTLY WHAT YOU GET

Processor	386SX	Keyboard	Full size, embedded numeric keypad
Clock speed	16MHz	Screen	14" (35.5cm) active matrix, 640x480 pixels
RAM	1Mb (expandable to 16Mb)	Size	13.5" (34.3cm)
Storage	20Mb hard disk (expandable to 100Mb)	Weight	10.5lb (4.7kg) including power supply
Connectors	5.25" floppy disk drive, serial, parallel, VGA, RS-232C	Other	MS-DOS 3.01, 386SX, 10Mb RAM, 100Mb hard disk, 1000x500 resolution, 1000x500 resolution, 1000x500 resolution

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# YOU TOO CAN DO

**PRODUCT:** CanDo 1.5  
**COMPATIBILITY:** Amiga  
**FROM:** Checkmate Digital Ltd  
**CONTACT:** 071-923 0658

**T**he computer industry positively thrives on buzzwords (the latest of which is undoubtedly that of multimedia). The theory certainly seems attractive enough – your computer is used to orchestrate information in a variety of different formats ranging from traditional computer-generated graphics animations and text, to full motion video and CD-quality audio.

Like an advanced graphical database, you can call up on vast amounts of information, all of which is cross-referenced using advanced hypertext techniques, without ever having to type in a single command.

With the high level of interest being shown in the new age application, Antigo developers have been quick to jump on the multimedia band wagon with the release of an impressive range of sophisticated multimedia authoring systems.

Even Commodore-revealing a secret that perhaps it's best to get in on the act before it's too late—launched its own multimedia system called AmigaVision. Currently bundled with the Amiga 3000's, AmigaVision has quickly established itself as the de-facto standard for multimedia on the Amiga.

Having challenge ArigaVision's monopoly in CnDo from INOVAtions, CnDo has been available across the pond for a while now, but UK Ariga users have – up until now – been left out in the dark. Now thanks to a distribution deal signed between INOVAtions and Checkmate Digital in the UK is finally available in this country. Not only that but bring CnDo up-to-date with developments in the Ariga world. INOVAtions' acclaimed multimedia animating system has been enhanced beyond recognition – quote INOVAtions promotional copy: CnDo 1.5 is to CnDo 1.0 what CnDo 1.0 was to nothing! A brave claim, but it certainly seems to live up to expectations.

## HITTING THE DECK

Unlike dedicated multimedia systems like AmigaVision, CnDo isn't just restricted to producing multimedia information systems. In fact, to label it as nothing more than a multimedia authoring system would perhaps be something of an insult. To be more precise, CnDo is a

Get in on the exciting world of multimedia authoring with INOVatronics' CanDo. Jason Holborn checks out the hot new version



\* The Camdio mole control panel is uncluttered and fairly self explanatory, allowing navigation of complex 'decking'

advanced software development system that's as ideally suited to producing Amiga productivity software as it is to producing multimedia applications.

CanDo works in a very similar fashion to that other great multimedia authoring system HyperCard on the Apple Mac. Just as MacHyperCard CanDo applications take the form of a series of cards (or pages, if you like) which are grouped together to form your program (or a Deck, as it is properly referred to).

To demonstrate its obvious power, Checkmate has taken on the distribution of a number of PD disks containing nothing more than Deck after Deck of CanCo-generated applications. These range from simple to a fully fledged accounts program that is as good as anything on the market at present.

## GET CREATIVE

Actually creating a CanDo application is a fairly simple process that requires little in the way of typing. Most of the work required can be carried out by moving through a hierarchical set of beautifully presented requesters, clicking on badges as you go.

At the top of the hierarchy is the CanDo control panel that contains 22 gadgets split up into three groups. Most of the time you'll be working with the least of these three groups which contains the bulk of those 22 gadgets. These gadgets allow you to create a number of CanDo primitives including screens, windows, pull down menus, buttons (gadgets) and a variety of different event handlers.

Once you click on one of these gadgets, you're taken down to the next level which can take you on still further down into even more requesters. On the whole the requesters are logically designed, so you'll have little problem getting used to them.

One minor quibble is the amount of time required to move from one requester to another. We were lucky enough to have CamDo running from a hard disk, but even with the upcoming fast SCSI drive you had time to

CanDo has always been a superb piece of software. With version 1.5 it has become possibly the most capable multimedia system available for the Amiga

In its very simplest form, you can set each card up to display an IFF graphic and then tick through them to form a sort of interactive slideshow. Indeed already you have what amounts to a very simple multimedia information system. Building upon this, you can draw on ComDo's impressive range of information handling tools. Once you've bussed it out, there's no real reason why you couldn't create just about any Amiga application within ComDo (within reason, of course!).

## PUTTING IT ABOUT

• **Diagnose** the operational environment  
 • **Identify** the problem, or problems, in  
 the hardware, software, and/or people  
 environment  
 • **Isolate** the problem, or problems, to  
 a specific component, or components  
 • **Verify** the problem, or problems, are  
 reproducible  
 • **Reproduce** the problem, or problems,  
 in a test environment  
 • **Identify** the root cause of the problem,  
 or problems  
 • **Develop** a solution, or solutions  
 • **Test** the solution, or solutions  
 • **Implement** the solution, or solutions  
 • **Verify** the solution, or solutions, are  
 effective

These studies are interesting in that they indicate that the use of a computer-based system for the management of a patient's care can be a valuable tool for the physician. The system can be used to track the patient's progress, to monitor the patient's response to treatment, and to provide a means of communication between the physician and the patient. The system can also be used to provide a means of communication between the physician and the patient's family. The system can be used to provide a means of communication between the physician and the patient's family. The system can be used to provide a means of communication between the physician and the patient's family.



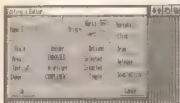
\* CanDo isn't just restricted to multimedia applications - here's a simple curve knocked up with nothing more than CanDo.

# AMIGA SOFTWARE

## MULTIMEDIA AUTHORIZING SYSTEM



• Version 1.5 of CanDo fully supports the new gadget styles built into the latest release of the Amiga's OS.



• The button requester gives you extensive control over gadgets.

to hit whilst CanDo moved between requesters. It's the bad with a hard drive, how slow could things get when running it from floppy? This is one reason why in favour of AmigaVision — everything was there in an instant with no requesters displayed in the bar in an eyeblink. If only CanDo was the same! As it is, that waiting can severely affect the creative flow.

### MIND YOUR LANGUAGE

Like all things in life, CanDo isn't as straightforward as it seems. If you think you can pack your keyboard away then you're in for a real shock. Whilst you can create fairly simple applications by pointing and clicking only, the real power of CanDo can only be harnessed by learning a scripting language that looks very similar to BASIC.

You may think that coding is best left to the wire-heads, but CanDo's scripting language is a real joy to behold. Not only are the commands fairly self-explanatory, but the manual gives a complete breakdown of what each can do, so there's no reason to reduce your self to a cold sweat at the thought of programming.



• Simple multimedia-style information systems are easy to create with CanDo. Note the three buttons which control the deck.

The scripts are invoked by attaching them to particular events — when a particular button is pressed for example. This way, any number of operations can be carried out without the user even knowing. Many of the operations which can be carried out from within CanDo's requesters are duplicated as script commands, so die-hard coders can muscle in on the true power of CanDo without having to mess around with all those fiddly requesters. Not only does this give you a much wider range of operations available, but development time is cut considerably.

All the functions of a traditional programming language are catered for including the usual decision making commands, program flow control commands and a host of operations which can be carried out on stored information.

New in version 1.5 of CanDo is a sophisticated set of Database control commands which allow CanDo greater control over information. AmigaVision has always been praised for its Database functions, but CanDo takes things so much further. For a package which has such obvious uses within multimedia, it's

interesting to note that CanDo doesn't directly support external multimedia devices such as laser disk controllers and the like. As always though, there is a way around this. Because CanDo directly supports AReXX, there's no real reason why it couldn't control just about anything as long as the correct AReXX-compatible device driver is installed.

### CAN DO OR DON'T?

CanDo has always been a superb piece of software. With the release of version 1.5 of CanDo, it has become what is possibly the most capable multimedia system available for the Amiga. AmigaVision has considerably more control over external devices, but CanDo offers far more control over the applications themselves. The scripting language is impressive enough, but what really makes it so special is the way in which every requester and every icon has been intuitively designed and beautifully drawn to make CanDo not only simple to use, but actually enjoyable to use.

INNOVATIONS managed to speed the requesters up a tad. CanDo would be virtually perfect. However, this minor gripe manages only to slightly tarnish what is undoubtedly a sparkling piece of software. Even if you're not intending to get involved with multimedia, CanDo is still worth investigating. If you're not a programming wizard, then CanDo will provide you with a quick and easy way of knocking up applications that take full advantage of the powerful facilities the Amiga has to offer.

Coupled with the bundled DeckBlender utility, CanDo could even be used to produce software for the PD personal magazine cover disks and even the commercial market. ■

## BEST OF THE REST — A RUN-DOWN OF AUTHORIZING SYSTEMS

CanDo is the most powerful Amiga multimedia authoring system, with a wide range of options, including the HyperBook (word docs). Another relatively simple but powerful system is the HyperCard (word docs). HyperCard is a simple but powerful system for creating multimedia presentations. It is a simple but powerful system for creating multimedia presentations. It is a simple but powerful system for creating multimedia presentations.

AMIGA Vision's HyperCard is a simple but powerful system for creating multimedia presentations. It is a simple but powerful system for creating multimedia presentations. It is a simple but powerful system for creating multimedia presentations.

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### SO HOW DOES IT RATE?

#### FOR

- ▲ Not just restricted to producing multimedia information systems
- ▲ Quick and easy to create Amiga applications

#### AGAINST

- ▼ Requesters are a bit too slow
- ▼ You have to learn a scripting language to harness the real power of CanDo.

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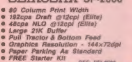


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• Hooray for Henrietta

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All of the programs are available for ST, Amiga and PC and will work on the Nimbus and A3000 running a PC emulator. This means that they're ideal for home and school. The programs are Hooray for Henrietta, Henrietta's Book of Spells and Mix and Match with Maggie. They are suitable for children aged five and above and are designed within the framework of the National Curriculum.

Hooray for Henrietta is a sophis-

tical program using graphics and figures to teach arithmetic.

Henrietta's Book of Spells concentrates on words, teaching spelling in a novel and entertaining way and allowing word lists to be edited and configured to suit the student.

Mix and Match with Maggie introduces Maggie the Monster in a suite of programs designed to teach children recognition skills in pictures, shapes, letters and numbers.

Write your answers to the questions on the back of a postcard, along with what machine you have and send it to Express Education Compo, 29 Monmouth Street, Bath BA1 2AP to arrive no later than 2 August. You could win one of the programs in our £1,200 giveaway! ■



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|--|--|
| 1) Which word is spelt correctly?  | 2) What is the square root of 33840813?                                |
| a) Necessary   | a) 1881  |
| b) Necessary   | b) 1951  |
| c) Necessary   | c) 1991  |
| d) Necessary   | d) 1651  |
| 3) Which Education software company has the telephone number 041-267 1629? | 4) What does Maggie the Monster refer to in Mix and Match with Maggie? |
| a) Soft Spellz program company   | a) Margarine   |
| b) Scotland  | b) The horrible member for Finchley                                    |
| c) Mother's Pride  | c) An adorable Caledonian monster                                      |
| d) KLF   | d) Just singer Maggie Bell   |

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